METROID™ Other M

PRIMA OFFICIAL GAME GUIDE

Written by Fernando Bueno

Prima Games
An Imprint of Random House, Inc.
3000 Lava Ridge Court, St. 100
Roseville, CA 95661
www.primagames.com

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2010 by Prima Games. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is an imprint of Random House, Inc.

Senior Product Manager: Mario De Govia
Design & Layout: Marc Riegel
Manufacturing: Suzanne Goodwin

TM & © 2010 Nintendo.

Special thanks to the team at Nintendo: Noriko Matsunaga, Kyoko Yoshida

All products and characters mentioned in this book are trademarks of their respective companies.

Important: Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.



Fernando "Red Star" Bueno (aka dukkhah) has been a gamer since opening his first Atari, and has been writing creatively since his early years in high school. During college he combined his loves for gaming and writing and began freelancing for popular gaming websites. After graduating from the University of California, Davis, with a dual degree in English and art history, he was able to land a job as an editor for Prima Games. He eventually made the move to writing strategy guides and has since written a number of game books, including Naruto Uzumaki Chronicles 2, Prince of Persia: Two Thrones, Star Wars: The Force Unleashed, and Stubbs the Zombie.

ISBN: 9780307469472

CONTENTS

INTRODUCTION 2
THE CAST 5
- MEET SAMUS 5
- THE GALACTIC FEDERATION 6
- LOW-LEVEL ENEMIES 7
- MID-LEVEL ENEMIES 10
- MINI-BOSSES 16
- BOSSES 17

ITEMS AND UPGRADES 21
- ITEMS 21
- UPGRADES 22

NAVIGATION 27
- THIRD-PERSON VIEW HUD 27
- SEARCH VIEW HUD 28

BATTLE BASICS 29
- LEAD WITH THE CHARGE BEAM 29
- WHITTLE DOWN FOES WITH THE BEAM 29
- MISSILES MEAN BUSINESS 30
- USE THE NORMAL BOMB 30
- A GOOD DEFENSE–SENSEMOVE 31
- SCREW ATTACK 31
- SPEED KILLS 31
- ALWAYS UPGRADE 31

WALKTHROUGH 32
- STILL ALIVE 32
- THE BOTTLE SHIP 38
- PRIORITY 1 47
- REVELATIONS 66
- IN SEARCH OF DR. BERGMAN 73
- ON THE HUNT 76
- RESUMING THE SEARCH FOR SURVIVORS 85
- RETURN TO SECTOR 3 103
- THE SEARCH FOR ADAM 118
- MEET THE QUEEN 131
- THE FINAL CHAPTER 136

ITEM LOCATIONS 145
- MISSILE TANKS 146
- ENERGY PARTS 162
- ACCEL CHARGES 168
- ENERGY TANKS 172
- E-RECOVERY TANKS 175

Metroid: Other M

INTRODUCTION

Acknowledgments

As always, I'd like to thank my good friend Mario De Govia for accompanying me on this project. Or rather, for letting me accompany him on this project. Oh, and I'd like to thank him for lunch, too; that was nice of him. Thanks to Noriko Matusnaga at Nintendo. As always, she's a great pleasure to work with and always comes through when we need her. Finally, thanks to my dear Lisa. She went through great lengths (and great distances) to make me feel like I was at home when I wasn't. Aye, m'shoe!

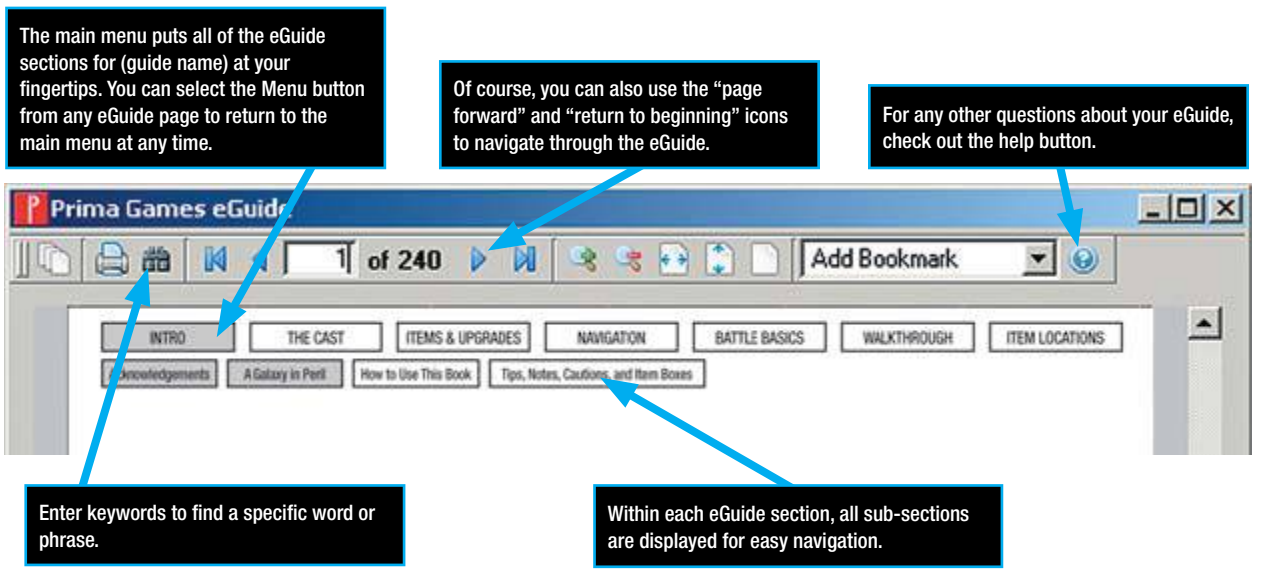
A Galaxy in Peril

No matter how many times Samus Aran saves the galaxy from Space Pirates, Metroids, or Zebesians, there always seems to be some new threat to the galaxy that only she can contend with. This time, after several weeks of peace and quiet, everything is interrupted by a common distress call code-named Baby's Cry. When Samus goes to investigate, she discovers a large vessel: BOTTLE SHIP.

She's not the only one on board, however. Samus runs into some familiar faces and perilous foes.

How to Use this eGuide

This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

How to Use This Book

This book is broken up into several sections.

Friends and Foes



The first important section is the "Cast" chapter. In it, you will learn all about the friends and enemies you will encounter on the BOTTLE SHIP. Pay close attention to the enemy descriptions; they will detail how to defeat them all.

The Arsenal



This chapter covers all the items and upgrades you can acquire throughout your adventure. Check this section to know what to look out for, and which weapons do what.

Prepare for Battle



The next two chapters prepare you for battle. After the HUD explanation, read the "Battle Basics" to get some battle-tested strategy for the upcoming mission. You may be accustomed to playing *Metroid*, but this is a whole new mission with new tricks to master.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Walkthrough



This is the most important part of the book. It details every mission, every critical location, and many of the collectable items you will find throughout your mission. It also teaches you how to defeat every boss in the game.

Item Locations



This chapter is for players who want to unlock absolutely everything in the game. It shows the location of every item in the game in screens, on the map, and even describes what you need to do to get them. Look for the color-coded abilities to tell you which abilities you need to have to get a particular item.

Tips, Notes, Cautions, and Item Boxes

Scattered throughout the book are several different types of boxes. Each one has a specific purpose. While some should always be read, others can be ignored. It's up to you.

tip

Tip boxes highlight some useful bit of information that may help you along the way. They can point out anything from useful strategy in a specific enemy encounter to a better way to navigate your surroundings. They're not absolutely necessary, so you can choose to ignore them if you'd like. But remember, they're here to make you a better bounty hunter.

caution

Even if you're going to ignore the Tips and Notes boxes, be sure to read Cautions. The sole purpose of these boxes is to keep you alive!

note

Like Tips, Notes are here to keep you informed. They may not make you a better bounty hunter, but they will point out interesting things along the way. The information provided in Notes can range from out-of-reach items to this book itself.



Item Boxes!

These Item boxes point out useful pick-ups that you can grab immediately. If an item is out of reach, or if you're not equipped to reach the item in question, it will NOT be in one of these boxes. These only direct you to reachable items. The title of the Item boxes will change, depending on the item in question.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

THE CAST

Meet Samus

Up until now, not much was known about Samus Aran. Orphaned at a young age when her family was killed by Space Pirates, Samus was raised by the Chozo, the same race that created her Power Suit. Eventually Samus used her cybernetic enhancements to become a freelance bounty hunter. But before she was traveling through space on a bounty mission she was a part of the Galactic Federation. Little as is known about Samus's life—even less is known about her time in the Galactic Federation.

Prepare to accompany Samus on a new mission with old friends from the Galactic Federation. As Samus, you will venture down the dangerous hallways of the BOTTLE SHIP, and you'll also traipse down memory lane.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

The Galactic Federation

Adam Malkovich



Adam Malkovich is the Commanding Officer of the Galactic Federation force currently on the BOTTLE SHIP with Samus. Not only is he a decorated Galactic Federation soldier, he's also Samus's old commanding officer when she served in the Galactic Federation. Samus trusts Adam, even though she hasn't always agreed with his decisions, and she has strong feelings for him. He's a mentor and a role model for her.

Anthony Higgs



During her time in the Galactic Federation, Samus made some friends. Closest among them is Anthony Higgs. In their time together as GF soldiers, Anthony took to Samus and even started calling her "Princess"—a term of endearment since she was the only girl in their group. Now Anthony is still in the Galactic Federation, and he still sees Samus as the Princess he has come to love, despite her having become a wildly successful, independent bounty hunter.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Low-Level Enemies

Bulls and Heat Bulls



Bulls and Heat Bulls may be low-level enemies, but they can still be extremely dangerous. They float in the air and slowly waft toward you as they prepare to attack. If they get too close, they'll explode and knock you off your feet. Regular Bulls spew poisonous gas, while Heat Bulls spit fire from their tube-like nodes.

Geemers and Snomers



Geemers and Snomers are pesky little creatures. They scurry about, usually toward you, and hurt you with their spikes. Luckily, they're not very fast or resilient, so a few blasts from your Beam should do the trick.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

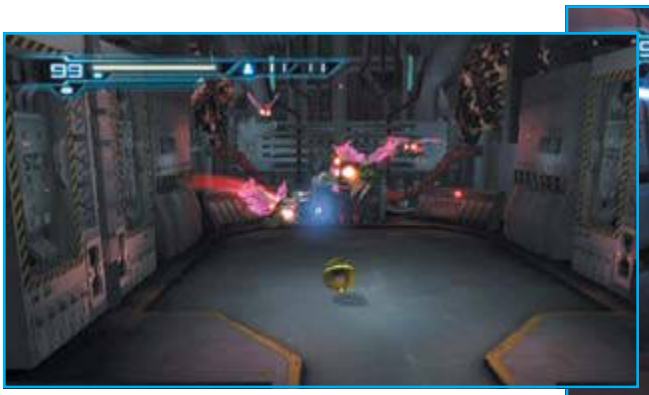
Metroid: Other M

Sovas



Sovas, like Geemers and Snomers, are small beetle-like creatures that travel in numbers. Unlike their spiky brethren, however, Sovas can shoot flame projectiles. The Sova's projectiles can inflict decent damage, but what makes it most dangerous is its ability to knock you off your feet. Sovas don't usually travel alone, so if you're knocked down by one, chances are something even bigger and more dangerous will be around to capitalize while you're down.

Reos, Mellas, and Himellas







Reos, Mellas, and Himellas are bothersome, buzzing bugs that can be found in nearly every sector of the BOTTLE SHIP. Reos don't pose as much of a threat as the other two types of space flies; they simply fly toward you and try to hit you. Mellas and Himellas, however, are elementally charged creatures that are able to shoot flames and icicles, respectively. If Beam blasts are too slow to destroy the pests—they travel in swarms out of their respective pods—Charge Beam blasts will usually take care of them in one fell swoop.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Skrees and Cyclaws





Skrees and Cyclaws are sneaky creatures that usually hang about unnoticed until they're ready to strike. These bat-like beasts hang in the corridors and wait until you get nearby. When you do, they swoop down from above and drill into you with their wings. Use Search View when entering a new corridor and look to the ceiling. Blast the ambush-happy creatures with Normal Missiles or tear through them with Beam blasts as you traverse the halls.

Wavers



Wavers are fast pod creatures that, like Skrees and Cyclaws, wait around until you get close. When you do, they rise into the air and attack with a drilling motion. What makes Wavers tougher than most other low-level enemies is their shell exterior. It absorbs Beam blasts with great efficiency. Wait for these monsters to open their shells, then blast them with your Charge Beam to put them down.

Skulteras

When it comes to adventuring underwater, there aren't many enemies more annoying than the Skultera. These aquatic killers resemble piranha fish, but have razor-sharp fins and even sharper teeth. While underwater, look for Skulteras to lazily swim around you, but don't be fooled. As soon as they see the opportunity, they dart at you and slice chunks of Energy clean off your Energy bar. A few Beam blasts gets the job done, but use Charge Beam shots instead to get rid of them quickly.



Zeros



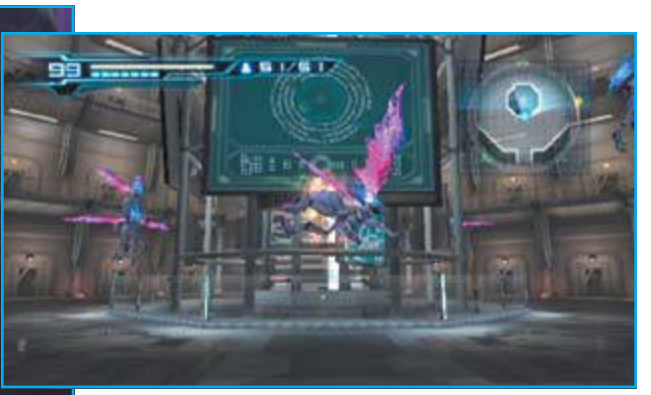
Don't be fooled by this creature's name; the Zero is a dangerous foe. While it doesn't have much of an arsenal (all it does is spit webbing that can cocoon you temporarily), it can immobilize you to allow a stronger enemy, usually Kihunters of some type, to join in on the Samus-killing fun. To make matters worse, the Zeros have a strong exoskeleton that makes them impervious to your Arm Cannon weapons. To destroy them, drop into Morph Ball mode and scatter Normal Bombs near them. The blast will flip them over and destroy them instantly.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Mid-Level Enemies

Kihunters and Super Kihunters





The Kihunters, led by the King Kihunter, are a race of humanoid bugs. They travel in large groups and can overwhelm you with their numbers if you're not careful. They never set foot on the ground, by choice, so always keep an eye to the sky to make sure you can spot them. Bring them down with a few Charge Beam blasts, or use Lethal Strike moves to tear off their wings. Once you've grounded them, finish them off with Lethal Strikes, missiles, or Charge Beam shots. The only difference between Kihunters and Super Kihunters is the Super Kihunter's ability to withstand a bit more damage.

Side Hoppers, Dessgeegas and Barisutes







These strange bipeds are resilient creatures with one very glaring weakness, their head. Though larger and stronger than you, the Side Hoppers, Dessgeegas, and Barisutes are far slower than you. They stomp around, usually knocking you down or crushing you under their clawed feet, and can chomp at you with their pincers. To destroy them quickly, weaken them with Charge Beam shots and finish them off with Overblast attacks. The Side Hopper is the weakest of the bunch. Dessgeegas are slightly stronger, and Barisutes are the strongest of them all.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Volfons



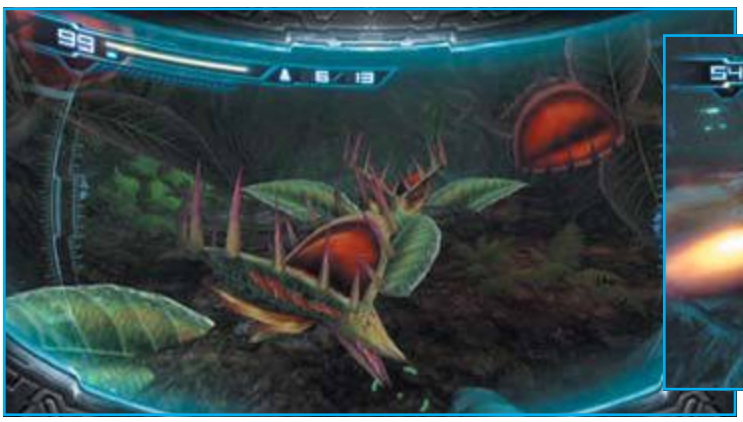
The Volfons are among the fastest enemies you will encounter. They can ram you with their massive horns, but often prefer to leap into the air and come barrelling down on you from above. Because these creatures are accustomed to living in icy environments, your Ice Beam-enhanced blasts may not have the same destructive effects as it would on other nonarctic enemies. You can, however, freeze them in place with a Charge Beam shot, then finish them off with Normal Missiles.

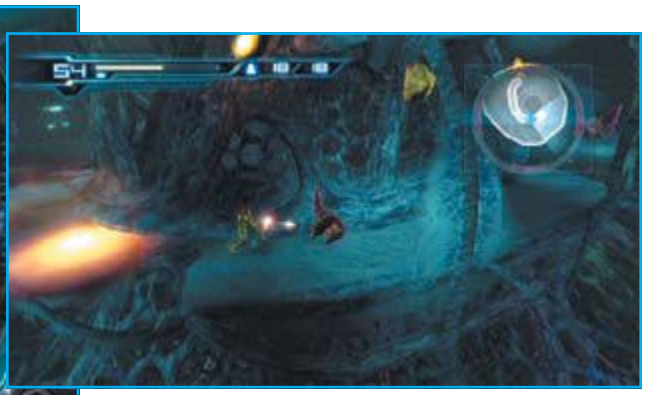
Joulions

Joulions are small, electro-charged enemies that fly and shoot plasma spheres at you. Needless to say, they're very dangerous and capable of zapping your Energy in a hurry. Though they usually travel in small numbers and can be difficult to lock on to, they are very slow to charge and can often be dispatched before they can cause any real harm. Use your Charge Beam to make short work of them.



Grippers and Poison Grippers





Don't mistake Grippers of any type as simply another plant. These vicious creatures don't limit their appetites to Reos, Mellas, and Himellas; they like the taste of human flesh as well. If you're not careful, you may accidently walk right into their gaping maws, where they will clamp down and happily start chewing away your Energy. These creatures look so much like other harmless plants, that the best course of action is to shoot them before you get too close. The Poison Grippers, the smaller and more mobile kind, give away their intentions far quicker than their larger, sneakier sisters, the Grippers, so blast them before they walk over to you and take a bite. The regular Grippers will wait with their mouths open, pretending to be harmless until you're close enough to taste. They also burrow into the ground only to reemerge at your feet.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Dragotix



The Dragotix is a large, slow beast with a huge glowing target for a soft spot. The lumbering Dragotix's glowing, green belly gives away its only real vulnerability. If it charges, lock on to the monster's green belly and blast it with missiles. Beware of the monster's mouth, which is actually half of its entire body! After acquiring your Ice Beam upgrade, you will be able to freeze the monster's mouth, rendering it incapable of biting you, and thus make it even less dangerous. Otherwise, keep your distance and take it down from afar.

Gigafraugs

Enormous and brutish, the Gigafraug is just as it sounds, a giant frog-like beast that leaps around and attempts to squish you. Unlike a frog, however, this monster has horns and a mean ramming attack as well. Keep a lock on the big brute and pepper it with missiles while you're out of its range. The Gigafraugs will occasionally become immune to missile damage for periods of time, especially when it is charging you. So stop your attack, and instead use Sensemove to dodge the charging beast. Once you've avoided the monster, resume your attack until you can finish it off with an Overblast or Lethal Strike.



tip

If it leaps into the air, lock on and blast its soft underbelly while it's above you. The missile will knock the Gigafraug way back, allowing you to continue your assault.

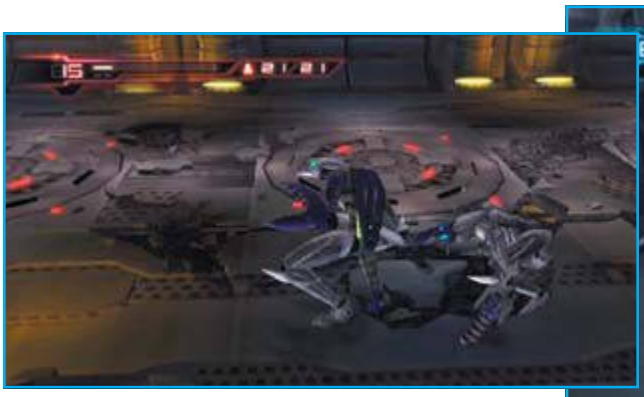
Sandfangs



Sandfangs are large worms that live underground. Found in sandy areas, these subterranean fiends are not very common. In fact, you'll only encounter them in two or three areas on the BOTTLE SHIP. When you do come face-to-face with the Sandfang, don't panic. Sandfangs only leap out of the sandy pits when you are directly over them. Quickly dodge their chomp attacks and hit them with a few Charge Beam blasts. If you draw them out, you can also finish them off from a distance with a few missiles.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Zebesians, Cyborg Zebesians, and Super Zebesians



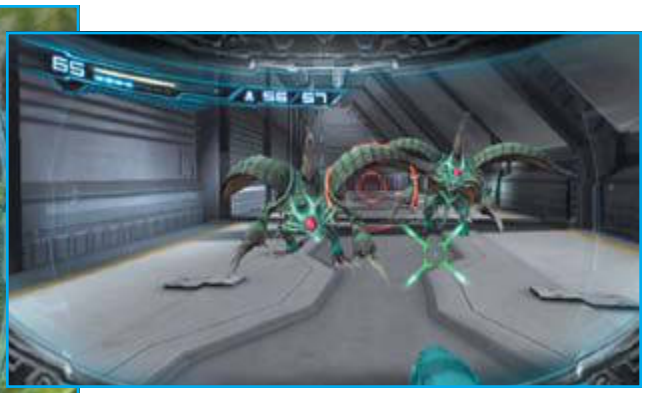




Even though the planet Zebes has been destroyed, the scientists onboard the BOTTLE SHIP managed to resurrect the Zebesian species. Now that they've been brought back from extinction, the Zebesians are out of control. They've been fragmented into three classes: the weakest regular Zebesians, the cybernetically enhanced Cyborg Zebesians, and the superior Super Zebesians. All are susceptible to Charge Beam blasts, but to shred all three types of Zebesians use missiles, Lethal Strikes, and Overblast attacks.

Griptians and Mighty Griptians





Griptians and Mighty Griptians resemble armadillos, right down to their hardened exterior. In battle, both types of Griptians will ball up and roll around as they attempt to bowl you over. If they miss or take damage, they'll burrow into the ground with their spikes and erupt underneath you, inflicting damage. Watch for the trail on the ground to indicate where the Griptians are burrowing, and ambush them. Use Normal and Super Missiles to destroy these bullies as they try to knock you over.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Ghalmanians



Ghalmanians are the sneakiest foes you will face. Their cloaking ability, much like that of a chameleon's, allows them to become completely invisible to the naked eye. Still, there are a few ways to locate the creatures: Trace their spitting attacks back to the source, listen for their chirping sounds, or, best of all, use Search View to scan the area and lock on to them. Once you lock on, unload missiles on them until they are dust.

Kyratians

Kyratians are slippery beasts. These enemies, who usually travel in pairs, are quick to attack, but even quicker to anger. As they hop around, the Kyratians swing their tentacles around like fists. If they miss, they execute a slide tackle to get you off your feet. After taking some damage, however, they get angry and become nearly invulnerable to low-level attacks like your Beam. You can tell when they are angry—they are surrounded by a pink glow. Use missiles to put them away. As always, use SenseMove to dodge their attacks.



Magdollites



Magdollites are large lava golems. Because they're able to withstand extremely high temperatures and are composed nearly entirely of lava, these monsters are almost impossible to beat with conventional weaponry. Luckily, they're extremely slow and their attacks, which consist of hand slams and lava projectiles from their mouths, are easy to avoid. Avoid these monsters at all costs until you acquire the Screw Attack ability. With Screw Attack you will be able to slice right past them as if they aren't there!

Frondanas

Frondanas are plant enemies that hang on walls, ceilings, and other surfaces. When you get near them, they open up their pod-like exterior and lash out with a vine. If you get too close, the vine will knock you off your feet while the Frondana sends out an electric pulse for even more damage. You can only destroy these plants while they're open and their interior is exposed. If they clam up, don't bother shooting. Instead, inch near to coax them open. Then blast them to bits.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

FG-1000 and FG II-Graham Robots



These bots aren't actually enemies, but rather the BOTTLE SHIP's defensive systems. That isn't to say they aren't lethal, of course. Quite the contrary, in fact. Their behavior is very similar to an angry enemy's. The FG-1000 will wait for you to get near. If you don't, it'll slowly float toward you and ram you. Once you're at a distance, it'll open up and fire its concentrated laser beams. The FG II-Graham model functions a bit differently. These robots will create barriers, in pairs, to block off certain areas. Destroy one of the two to disable the barriers.

Desbrachians



These enemies don't show up until very late in your adventure. However, once they do, they prove to be formidable opponents. The Desbrachian is typically dormant, but once awakened, it uses its teleportation ability to confuse you before it attacks. It relies heavily on its close-quarters attacks; it swipes at you with its claws, picks you up, and then slams you onto the ground. If it manages to get its claws on you immediately after you bounce off the ground, it can enter into the attack cycle almost immediately, creating an extremely deadly attack combo. Keep the Desbrachian at bay with Charge Beam blasts and hit it with missiles while it's at a distance. If it changes color to a dark red, increase the frequency of your attacks to make it take a knee. When it does, rush in for a Lethal Strike. If you let it rest, it'll reshell itself and regenerate Energy!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Mini-Bosses

Groganch



Of all the enemies you encounter, the Groganch is one of the most massive. Standing several stories tall, this creature lumbers about on tree-sized legs. Its soft spot, much like that of the Dragotix, is nestled underneath its belly—that is, until you blast it with missiles several times, at which point the towering creature will turn over completely and walk upside-down. Then, the soft spot is on its back, where it is more difficult to hit. Keep a lock on the creature's glowing orb and blast it with missiles relentlessly. When it flips over, get to higher ground for a better angle on the soft spot.

Fumbleye

The Fumbleye is the only enemy to use a protective shield. The shield deflects normal projectiles with ease, making the Fumbleye nearly impossible to hit. The only way to destroy the creature is to acquire the Wave Beam. With the Wave Beam's ability to permeate surfaces, every shot fired at the Fumbleye will penetrate the protective shield. If you encounter the monster without the Wave Beam, pass it by. Otherwise, use Charge Beam blasts (with the Wave Beam enhancement) to destroy this tough foe.



Mystery Creature



For much of your adventure you will chase this strange creature. When you finally catch up to it, the beast proves to be smarter than most enemies you encounter. With no real data on this creature, it is hard to say what it is, or what its weaknesses are. Remember this, however, when you do encounter it: Watch out for its tail. Not only is it spiked and lightning-quick, it's also very sensitive.

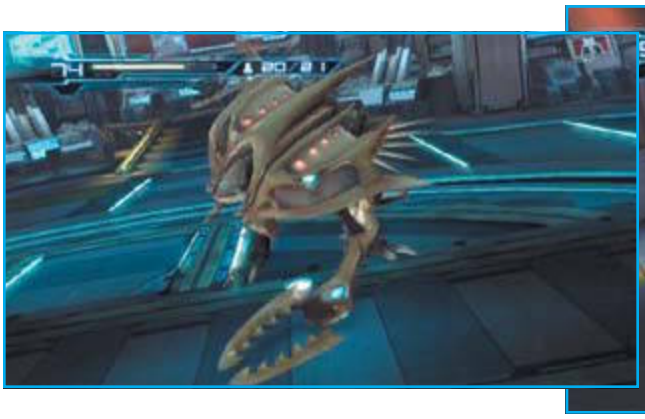
Rhedogian

The Rhedogian is one of the toughest enemies you will face—more difficult than some bosses, in fact. It can fly, it can move at super speed, and worst of all, it has a large repertoire of attacks. It will attempt two swipes with its arms at first. Dodge both with SenseMove while you power up your Charge Beam and fire as soon as the Rhedogian misses you for the second time. Continue this evasive counterattacking until it flies into the air or begins to power up its laser. When it does, switch to missiles and weaken it even more. When it's ready to fall, rush in and put the Rhedogian away with a Lethal Strike.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Asborean



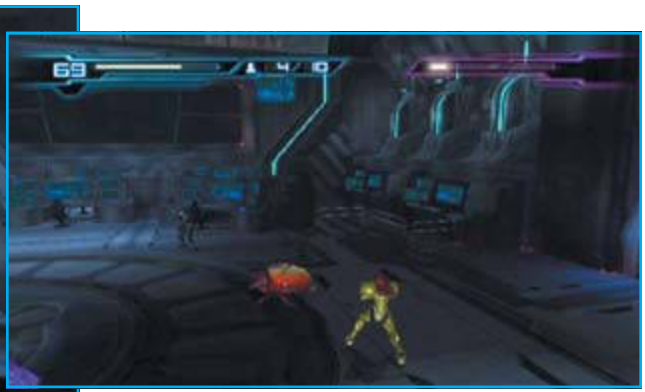




The crab-like Asborean has a tough exoskeleton that protects it from most beam attacks. It can slide around on the ground with decent speed and spit out three Asborean Spawn creatures to distract you. Blast the spawn quickly to destroy them, then turn back to the Asborean. Wait for the Asborean Cortex to peek out of its shell while it is standing upright, and hit it with missiles or your Charge Beam. When it takes too much damage, the shell exterior crumbles, exposing the Cortex. You can also pull it out with a Leathal Strike. Squish it like a bug as it wriggles around the floor unprotected.

Bosses





Brug Mass

The Brug Mass is a tall monster that is made of Brugs, small purple insects, and the Emperor Brug. When in its Mass form, the monster stands several feet tall and has two appendages it uses like whips. The only way to destroy this creature is to freeze the appendages (the Galactic Federation uses their freeze guns), then use your missiles to blast off the icy parts. After destroying all the Brugs like this, the Emperor Brug will be exposed. Hit it with a missile to finish it off.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

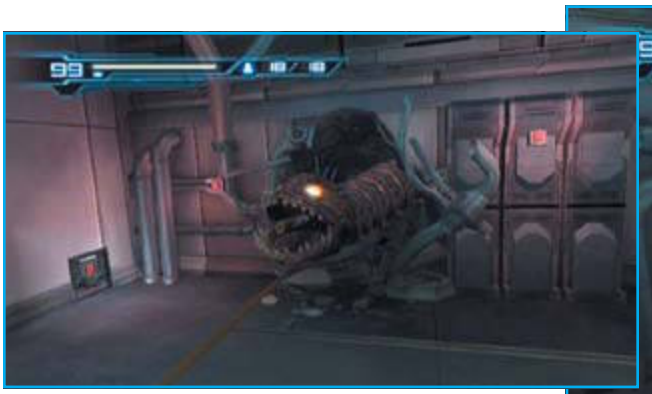
Metroid: Other M

King Kihunter



As you might expect, the King Kihunter is heavily protected by several Kihunters. It also lives inside a large King Kihunter protective shell that hangs overhead and is suspended by several Frondana plants. To expose the King, first destroy the swarms of Kihunters. With the protective Kihunters out of the way, turn your attentions to the Frondana plants supporting the King's shell and destroy them, too. When the shell comes crashing down, it will crack open and expose the King. Blast through several more waves of Kihunters, then pop the King with a few missiles to destroy him.

Namihe and Fune





There are Namihe and Fume worms that live inside the BOTTLE SHIP's walls. When they come out to attack, they know better than to expose their entire bodies. They peek their heads out, launch electric projectiles, and then retreat back into the walls. Shoot the worms while their heads are exposed and they will eventually wriggle out of their holes. When they rear up to unleash an attack, use your Charge Beam to stun them. When they drop, rush their heads and use Lethal Strikes to kill them.

Goyagma



Goyagma is the ruler of the Pyrosphere. It dwells in a large lava pit inside a crater. Stay on the move to avoid its swiping attacks and leap into the air to avoid the lava spheres it tosses at you. Use Charge Beam blasts to weaken its neck until it begins to slam its hands down on the crater exterior, where you stand. When it does, freeze the hand in place with Charge Beams, then run up the frozen hand to its head and use a Lethal Strike to inflict major damage.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Vorash



Vorash, the lava whale, is an elusive opponent that can hide from your attacks. Capable of seeking refuge in the lava, Vorash ducks back into the lava after attacking. You must be quick to strike whenever its head is exposed. Fire Charge Beams at the monster's face. When it opens its mouth, use your Grapple Beam to yank it out of the lava and attack the whale's belly. Focus your attacks on Vorash's belly whenever it exposes it until the creature is dead.

Nightmare

Nightmare is a gravity-controlling monster that can either weigh you down. During battle, Nightmare has two forms. At first, its face is covered by metal mask that shields Nightmare's true form. Nightmare's biggest weakness is its tail. With it, Nightmare controls gravity. If the tail is frozen, then Nightmare's hold over the gravitational pull is hampered. Use your Charge Beam to freeze Nightmare's tail, then use Super Missiles to destroy its mask.



Ridley



Ridley never seems to let up. No matter what the mission or where it takes place, he always shows up and makes trouble. This time around is no different. When you encounter Ridley he is bent on destroying you and corners you in a lava-filled room. Your only hope is to keep him busy with Charge Beam blasts, after acquiring your Plasma Beam upgrade. SenseMove away from his attacks while you navigate the room, constantly powering up your Charge Beam for the next shot. Once the flying freak has been weakened, use Super Missiles to put him away for good.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Queen Metroid



The Queen Metroid doesn't do much of the fighting for herself. She, like a true Queen, leaves the fighting for her spawn, baby Metroids! Focus on the Metroids at first. Freeze them with your Charge Beam when they emerge from their Queen's back. But rather than run around trying to get a clean shot at them, lure them in by standing still. Just as they are about to swoop in and attack, Sensemove out of the way and immediately fire your Charge Beam to freeze them. Once the Metroids are frozen, they drop to the ground. A single Super Missile will destroy a Metroid but it takes 3 Normal Missiles to put them out of commission. Switch to your Seeker Missile and fire at the group you've lured in. The Metroid you locked on to should take a Super Missile and be obliterated but you may need to repeat the process on the others. After destroying all the Metroid spawn, turn on the Queen. She'll sprout several crystals on her neck. Strafe around the room and destroy the crystals with missiles until the Queen falls.

Phantoon and Phantoon's Rage Hands



This mysterious space monster dwells in space and has a nasty temper. When angered it attacks using phantom eyes and its Rage Hands. If it gets its Rage Hands on you, it will crush the life out of you. Use your Screw Attack to cut through the Rage Hands and SenseMove out of the way of the phantom eyes. Use a combination of Charge Beam and Super Missiles to wear down the Phantoon's main eye. If it shoots a laser with its eye, avoid the radiating circle the laser creates before the circle erupts near you. Either bring Phantoon's main eye crashing down and terminate the monster with a Lethal Strike, or continue blasting it with Super Missiles until it's dead.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

ITEMS AND UPGRADES

Scattered throughout your adventure are several items that increase your arsenal or augment your abilities. Some are easy to find, but many of them require some extra effort.

tip

Use the "Item Locations" chapter for a detailed list of every item and its location. If you collect every item on the BOTTLE SHIP, you'll unlock the Hard difficulty setting.

Items

Missile Tanks



These little blue Missile Tanks add one more missile to your total capacity. You have a maximum capacity of 80 missiles and begin with 10, so there are 70 Missile Tanks to locate throughout the BOTTLE SHIP. Some are hidden in small blue crates; others are out in the open.

Energy Parts



Energy Part pick-ups work in batches of four. For every four Energy Parts that you pick up, you'll gain one full Energy Bar. This will only happen once you've located all four Energy Parts. There are a total of 16 Energy Parts in the BOTTLE SHIP. That means you can get a maximum of four Energy Bar increases over the course of the game.

Energy Tanks



Unlike Energy Parts, individual Energy Tanks are full upgrades to your Energy bar. Consider Energy Tanks your reserves. For every Energy Tank you pick up, you'll gain one full Energy bar. There are five Energy Tanks scattered throughout the ship, allowing you to gain the use of five full Energy bars. Once the first one is depleted, you'll automatically start drawing from the backup Energy Tanks.

Accel Charges



Accel Charges don't increase your ammunition in any way, but they do augment your Arm Cannon's charging ability. The more Accel Charges you have, the faster you'll be able to power up your Charge Beam in battle. This augment is one of the most valuable enhancements you can have, especially during frenetic boss battles. There are six Accel Charges scattered throughout the ship.

E-Recovery Tanks



By far the most rare pick-ups to find—there are only three—each E-Recovery Tank increases the amount of Energy you replenish when using Concentration. E-Recovery Tanks also allow you to use Concentration sooner. For every E-Recovery Tank you acquire, you will replenish one full Energy Tank.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Upgrades



Samus gains several useful upgrades to her equipment throughout the course of the adventure on the BOTTLE SHIP. In some cases, she must wait for Adam to authorize their use. In other cases she must find the upgrade after defeating a particular enemy. All upgrades, however, are tied into the story. That means that no matter how hard you search for them, you will get them only when you are supposed to.

Beams and Missiles

Samus's Arm Cannon can fire both missiles and energy beams—both types of projectiles can be upgraded.

note

Despite that you will gain the use of the Diffusion Beam, Ice Beam, and other types of beams, we will frequently refer to the Charge Beam in this guide. That is not to say that it is the only or the best weapon in your arsenal, but you will use the Charge Beam ability the most once you've acquired the other enhancements. Even though your Arm Cannon may have the Ice Beam, Wave Beam and Plasma Beam, you'll still need to use the Charge Beam to power-up your blasts. The blast will then be imbued with all of the enhancements you currently carry.

Once you've acquired an enhancement to your Arm Cannon, you'll never have to activate it. The enhancement will be a part of every shot you fire thereafter.

tip

To know whether an enemy or object can be affected with a particular weapon or upgrade, lock on to it in Search View mode and allow your visor to determine the necessary equipment to affect it. This may take a few seconds and leave you open to attack, so be sure to scan things only when you are safe or, if that's not an option, when you absolutely have to.

Normal Beam



This is your most basic shot. Although not the most powerful type of beam, it is capable of destroying lower-level enemies like Mellas, Reos, or Skrees with just a few shots. When powered up with the Charge Beam, it is a necessary weapon in early boss battles.

Charge Beam

The Charge Beam is a powered-up version of your current beam. So, for example, if you have the Ice Beam, the Charge Beam will be an enhanced version of the Ice Beam. The Charge Beam takes a few seconds to store up the charge and then unleashes it in one powerful blast. You can power up your Charge Beam while you're on the move, so keep your Charge Beam ready at all times. If you enter a sticky situation unexpectedly, you'll always have one Charge Beam blast at the ready.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Diffusion Beam



The Diffusion Beam is an enhancement to your Charge Beam that allows you to hit multiple enemies with one Charge Beam blast. With this enhancement you can dispatch multiple enemies much more efficiently, especially if they're within close proximity to each other.

Ice Beam



The Ice Beam is an upgrade to your Arm Cannon that adds an icy-cold touch to every shot! With normal Beam shots, the blast will inflict cold damage, increasing the damage dealt by the beam. In some cases, especially when using the Charge Beam, you'll be able to freeze parts of enemies, making the creatures far less dangerous. This enhancement is especially useful in boss battles.

Wave Beam



This enhancement allows your blasts to pass through some materials, such as glass. The Wave Beam increases the damage dealt by the beam and allows you to reach foes and switches that are behind glass panes. You will use this enhancement the most in conjunction with the Charge Beam.

Plasma Beam



This is your most powerful upgrade. The Plasma Beam is capable of inflicting greater damage on enemies and can even pass through several enemies with one blast. While the Diffusion Beam can take out multiple enemies with one shot, the Plasma Beam can eliminate several *layers* of enemies with a shot. After you acquire this upgrade, you can destroy most enemies with one simple blast alone.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Grapple Beam



Unlike the other beam enhancements, the Grapple Beam is not a weapon. It creates a rope-like beam that grapples onto anchors floating high above the ground. Latch on to the anchors and swing onto hard-to-reach places. On occasion, you will have to use the Grapple Beam in boss battles either to wrangle an enemy or to pull yourself into a giant foe's belly.

Normal Missile



Of your many weapons, the Normal Missile is the most useful. Capable of destroying many enemies with one shot, even tough enemies that may require multiple Charge Beam blasts, the Normal Missile is also handy when it comes to opening new areas, smashing item crates, and inflicting massive damage on boss enemies. The only drawback to firing a missile (of any kind) is that you must do it in Search View mode, which leaves you vulnerable to enemy attack while you stand still.

Super Missile



The Super Missile upgrade increases the power to your missiles five-fold. That also means that it requires five missiles for one blast. Like the Normal Missile, you can only fire the Super Missile in Search View mode, which will also leave you vulnerable while you lock on to your target. You must also power up the Super Missile, like the Charge Beam, so you are vulnerable even longer in Search View mode.

tip

You don't have to lock on to an enemy to begin charging your Super Missile. While in Search View, begin charging up your Super Missile before you lock on to your target, then unleash your beefed-up attack as soon as you acquire a lock on.

Seeker Missile



The Seeker Missile is similar to the Diffusion Beam; it allows you to hit multiple targets with one shot. To use it, fire a Super Missile after you lock on to one target. If there are other targets that you can hit with the Seeker, you will automatically lock on to them, too.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Suit

Your suit is equipped to handle some of the most dangerous environments in the galaxy, but it can always be upgraded, should you find yourself in an unfamiliar situation.

Varia Feature



The Varia Feature upgrade is an added feature that allows you to withstand heat and absorbs some extra damage. With the Varia Feature upgrade, you will be able to enter hot, sulfuric, lava environments without losing energy. Which can be a big help in certain areas.

Gravity Feature



The Gravity Feature upgrade is specifically designed to negate all abnormal gravitational effects. If you enter an area where the gravitational pull is stronger than normal, the Gravity Feature will normalize the effect, making it so you can function at full capacity rather than be affected by the stronger gravitational pull. The same is true when you're in liquid. In liquid you will experience a lighter gravitational pull, making you more "floaty." The Gravity Feature weighs you down to normal levels.

Morph Ball

In Morph Ball mode, you can drop into a small sphere that can fit into places that you otherwise could not fit. Roll into vents, narrow tubes, and long, winding tunnels in Morph Ball mode to reach distant parts of the ship.

Normal Bomb



Morph Ball mode would be very dangerous if you didn't have a way to defend yourself, of course. Use Normal Bombs in Morph Ball mode to attack enemies or blow up crates, grates, and other obstacles. The Normal Bomb isn't very powerful, but it is capable of destroying several low-level enemies with a single blast.

Power Bomb



By far the most powerful weapon in your arsenal, the Power Bomb is able to clear entire rooms full of enemies in a single blast. To use it, power up your Normal Bomb just as you would a Charge Beam. When dropped, the Power Bomb explodes, releasing a destructive radial wave of energy that can tear through almost anything.

tip

You can also drop five Normal Bombs at once by powering up your Charge Beam and dropping into Morph Ball mode!

note

You gain access to your Power Bomb upgrade when you're almost at the end of your adventure. You will be able to make use of it only on your second playthrough.

tip

Don't overuse the Power Bomb. After using it once, it takes a while for it to cool down before you can use it again. If you use it prematurely, you may find yourself without your most powerful weapon when you need it most!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Misc.

Speed Booster



The Speed Booster upgrade allows you to reach top speed and shoulder-charge enemies and barriers. With Speed Booster you can get around quicker and, more importantly, open up new areas to explore.

Shinespark



Shinespark is a very useful ability that you gain at the same time as the Speed Booster upgrade. With Shinespark, you can jump great distances at super speed. This allows you to leap dozens of feet in the air and reach distant areas. And since you're travelling at super speed, you can also break through objects and barriers as you go.

Space Jump



The Space Jump upgrade allows you to execute several successive jumps. If you time your jumps well, you can float in the air indefinitely. This is especially useful in reaching distant areas that you cannot reach with your Grapple Beam.

Screw Attack



A side effect of your Space Jump ability is the screw like motion that you create while in midair. As you spin in the air, you release several wave-like strands that lash out at nearby enemies. This is your Screw Attack. It is your most powerful attack, second only to the Power Bomb. Use the Screw Attack to cut through most enemies, and even some bosses, like butter.

tip

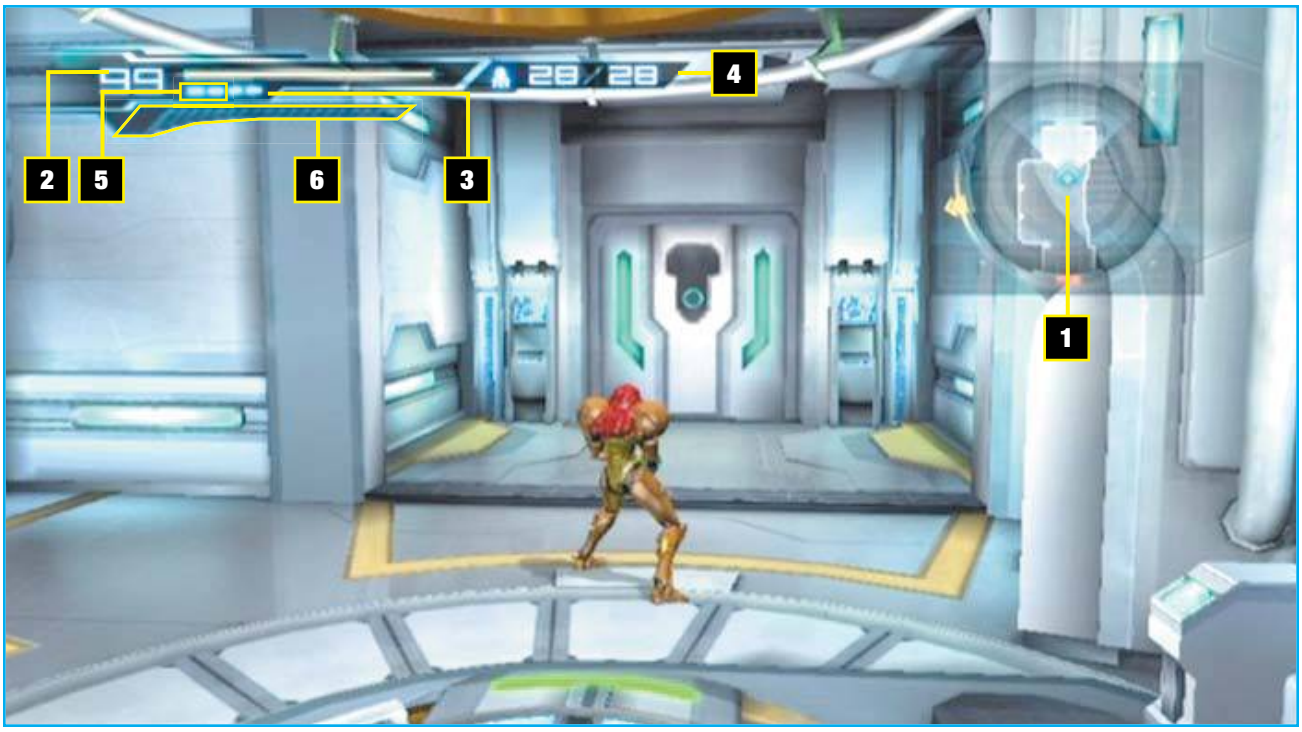
This is the only attack capable of destroying several enemies in a single blow.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

NAVIGATION

You may be used to fighting Space Pirates and Zebesians, but this *Metroid* adventure is a bit different than before. Rather than spend nearly the entire mission in first-person view, you will be exploring the BOTTLE SHIP in third-person mode, occasionally using Search View mode. Below are the HUDs for both methods of playing the game.

Third-Person View HUD



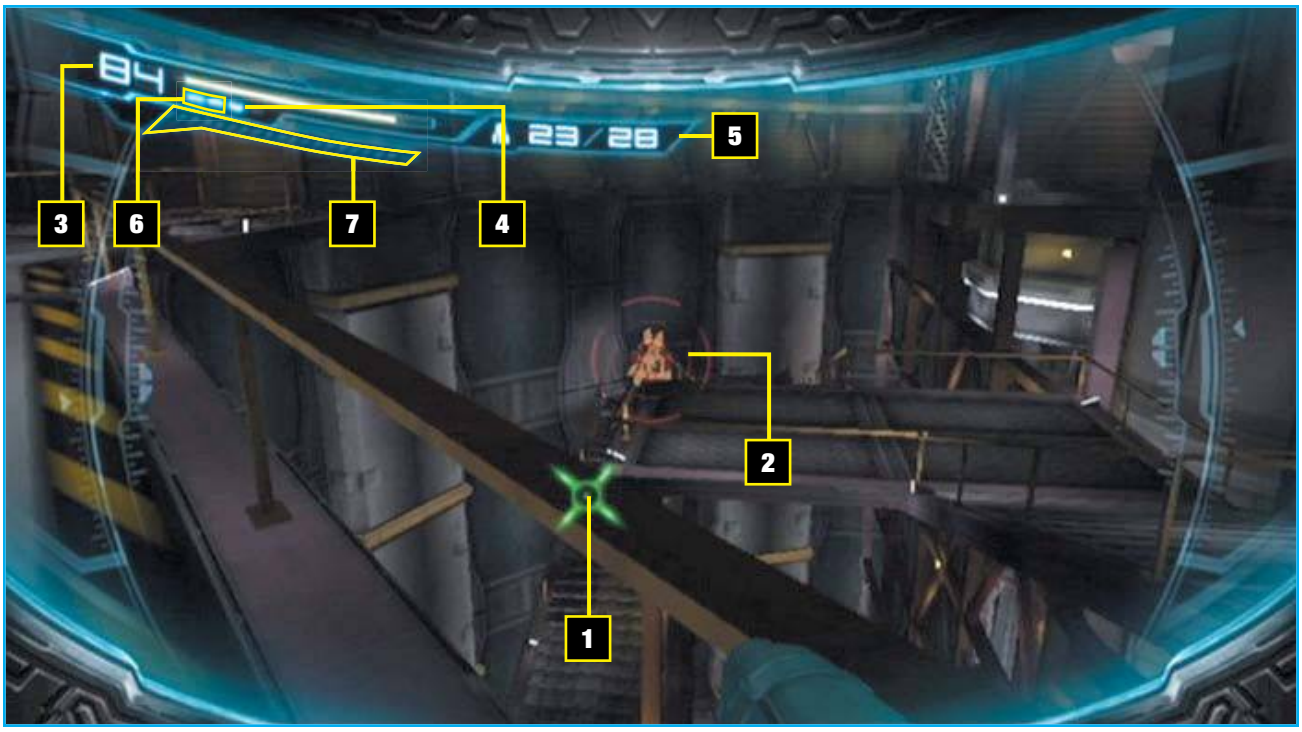
1. **Map:** This is your in-game map. It helps guide you around the BOTTLE SHIP and even marks the location of nearby items. Beware, however, it is a 2-D image for a 3-D environment, so you'll still have to decipher routes on your own.
2. **Energy:** This number represents your current Energy. Each full Energy bar is equal to 99 points of Energy. When this is depleted, you will either lose your life or go to your next Energy Tank.
3. **Energy Tanks:** This is your Energy Tank counter. Each one of these tanks represents 99 more points of Energy. When all of these are depleted, you will die.
4. **Missiles:** This keeps track of your current missile count. Normal Missiles use one, Super and Seeker Missiles use five every time you fire.
5. **E-Recovery Tank:** The small line around your Energy Tanks represents how many full tanks of Energy you will recover when using Concentration.
6. **Charge Meter:** The Charge Meter shows your progress whenever you're powering up your Charge Beam or Power Bomb. When full, the Charge Beam or Power Bomb is ready to deploy.

note

The Charge Meter flashes red after deploying a Power Bomb. This is the Power Bomb's cooldown period and it cannot be sped up. You must wait until the Charge Meter is normal again before you can deploy a second Power Bomb.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Search View HUD



The Search View HUD is not much different than third-person view HUD, except for one important difference—the lock on reticle.

1. **Targeting Reticle:** This is your targeting reticle. It indicates whatever your Wii remote is pointed at. Use it to aim at enemies and objects you wish to examine.
2. **Lock On Reticle:** The lock on reticle indicates that an item or an enemy can be locked on to with the targeting reticle. Move the targeting reticle over the lock on reticle to establish a lock on.
3. **Energy:** This number represents your current Energy. Each full Energy bar is equal to 99 points of Energy. When this is depleted, you will either lose your life or go to your next Energy Tank.
4. **Energy Tanks:** This is your Energy Tank counter. Each one of these tanks represents 99 more points of Energy. When all of these are depleted, you will die.
5. **Missiles:** This keeps track of your current missile count. Normal Missiles use one, Super and Seeker Missiles use five every time you fire.
6. **E-Recovery Tank:** The small line around your Energy Tanks represents how many full tanks of Energy you will recover when using Concentration.
7. **Charge Meter:** The Charge Meter shows your progress whenever you're powering up your Charge Beam or Power Bomb. When full, the Charge Beam or Power Bomb is ready to deploy.

note

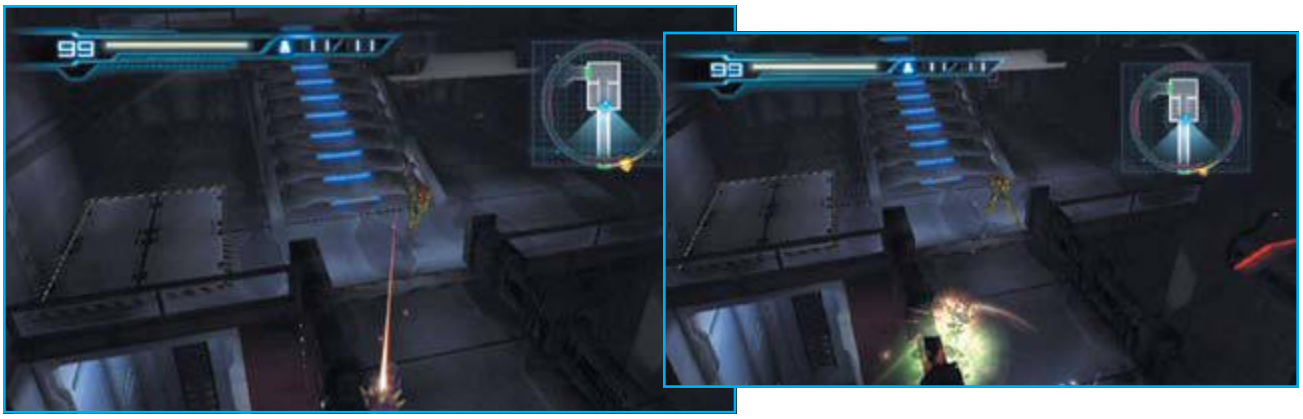
There is no Map indicator in Search View mode.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

BATTLE BASICS

You have a wide variety of beams available to you, thanks to Samus's Arm Cannon and Power Suit. Despite that, however, you can still find yourself in a pinch if you don't know to handle her weapons in battle. This chapter details a winning strategy for nearly any fight.

Lead with the Charge Beam

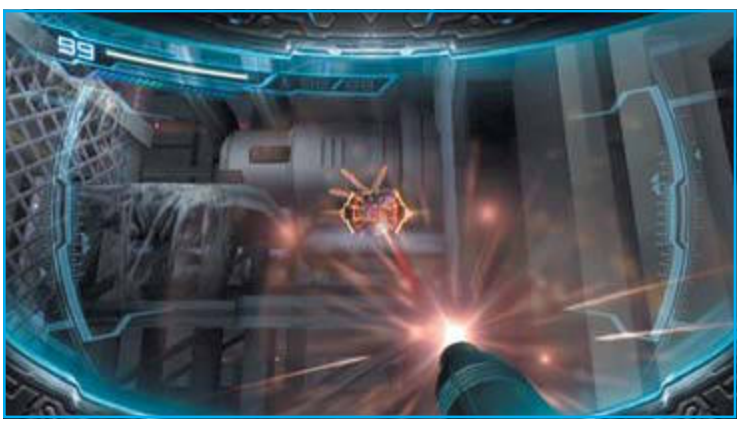


No matter what beam you're using, you must know how to handle the Arm Cannon in battle to stand a chance. The best practice is always to lead off with a Charge Beam shot. Since the Charge Beam simply charges your default Arm Cannon beam with all of its enhancements, you are guaranteed that you'll be leading with your most powerful blast when entering battle. Even though you could open with regular Beam, Ice Beam, Plasma Beam, etc., shots, the Charge Beam has more punch. As you move from area to area, keep the Charge Beam ready to go at all times.

tip

Remember, if your normal beam blasts ricochet off enemies, then you're not doing any damage. Rarely will a Charge Beam bounce off a target. If it does, it's time to escalate to more powerful weaponry.

Whittle Down Foes with the Beam



After leading with a powerful Charge Beam blast, you can begin whittling down your enemy with repeated Beam blasts, or more accurately, non-charged shots with your Arm Cannon. The damage may not be enough to finish them off, but the Beam still has enough kick to slowly chip away at an enemy's Energy. It also has the added effect of keeping some enemies at bay while you get to a more advantageous position.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Missiles Mean Business





After you've begun your initial assault, it's time to step it up. Most enemies won't be able to withstand a missile blast. In fact, even Normal Missiles will inflict enough damage to destroy them. If the enemy is strong enough to withstand a Normal Missile, fall back to a safe position and get a lock on the enemy again to unleash a second volley of missiles. More often than not, enemies will take several missiles before they fall. Whenever you initiate a missile attack, you'll have to do so in Search View mode. This will give you 1 to 1.5 seconds of slow-motion time just before you lock on to the enemy. Always use the extra slow motion time to locate the enemy and get a positive lock before firing. It may not seem like a lot of time, but 1 second could mean the difference between landing the final shot and dying.

tip

It goes without saying that you should always have a full complement of missiles and as much health as possible before going into any battle. This is where your Concentration comes into play. Since Concentration requires you to stand still to activate, you will be vulnerable to enemy attack while using it. Stop during lulls in the action whenever possible to replenish your missile tanks and health; only if your health is blinking red, of course. If your health is not blinking red, you will not be able to replenish it using Concentration.

Finish Strong





Your sophisticated weapons arsenal may be able to get the job done quickly with most low-level enemies, but you will often need to get up close and personal to finish off most nuisances. After weakening a foe with standard weaponry, watch for the baddie to slump over or fall to the ground temporarily; when it does, rush in quickly and execute a Lethal Strike to finish off your weakened foe. Similarly, Overblast attacks can quickly eliminate enemies. Work the Overblast attack into your battle plan whenever possible to dish out major damage.

Use the Normal Bomb

You spend the majority of your time on your feet, so the time spent in Morph Ball mode may be minimal. In fact, you may grow accustomed to only using Morph Ball mode for entering tight spaces. Keep in mind that in Morph Ball mode you have access to your Normal Bombs. Some enemies that may not be vulnerable to the Beam are susceptible to the Normal Bomb. Mix it into your battle repertoire and you may be pleasantly surprised.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

A Good Defense–SenseMove



Always approach an enemy encounter defensively. Outside of your weapon arsenal, SenseMove is your most valuable tool in battle. Using SenseMove while charging your Beam will bring you to full charge instantly! SenseMove only works when an enemy is attacking, you may have to goad your enemies into attacking before you can use SenseMove. As soon as a foe threatens to attack, use SenseMove to dodge the attack and gain a better position from which to counter. Always counter-attack after executing SenseMove.

tip

Using SenseMove while charging your Normal Beam will bring you to full charge instantly. A full charge with no waiting is an huge advantage. This is quite possibly the most important tip in the entire game!

Screw Attack



After acquiring Space Jump, you can also use your Screw Attack ability. Once you do, rely on it heavily to tear through nearly every enemy. In fact, some enemies can only be destroyed with Screw Attack! There's no shame in using a powerful attack repeatedly to get results.

Speed Kills

Screw Attack isn't the only attack you gain from an upgraded ability. After acquiring Speed Booster, you can use your shoulder charge to bully through many low-level enemies. Simply get enough speed to activate Speed Booster and don't stop when you encounter enemies, you'll shoulder-charge right through them!



Always Upgrade

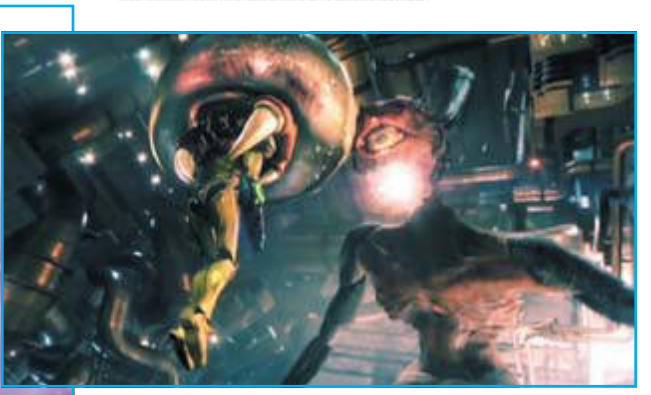


This isn't so much a battle tactic as it is a way to ensure you're always in better form than your enemies. Always be on the look out for equipment upgrades. The more missiles you have, the more Energy you have, and the faster you can charge your Charge Beam, the better off you'll be when facing troublesome baddies. Use the provided maps and "Item Locations" chapter to help you on your quest for ultimate power.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STILL ALIVE...





Deep in the far reaches of space, a baby is born. As it floats in the nothingness of the void, it grows, eventually evolving into Samus Aran. It's not the deep reaches of space we're peering into, however, it is Samus's dreams. As suddenly as our heroine evolved from infancy, she's morphed into Samus Aran, "bounty hunter."

Safe in her Varia Suit, Samus is also protected by a Metroid creature. It holds her in its mouth, shielding her from a far-too-familiar adversary, Mother Brain. Mother Brain futilely attempts to blast Samus into oblivion, but all of her attempts fail to penetrate the Metroid's protection.



Finally, in a last-ditch effort to destroy Samus, the sky-scraping fiend powers up one massive blast and unleashes it. The Metroid, sensing what is about to happen, releases Samus to safety and takes Mother Brain's massive blast, which vaporizes the creature. As Samus lands, she charges a blast from her Arm Cannon and puts an end to Mother Brain once and for all ...

Awake





As Samus Aran awoke from quarantine sleep, she realized that everything was just a dream. In her sleep, she had relived her recent adventure on planet Zebes. Having destroyed Mother Brain, the Space Pirates, Ridley, and even the planet itself, Samus was now far removed from the events that still haunted her nightmares.

With the weight of the annihilated planet Zebes on her shoulders, Samus walked out of the quarantine room and entered an empty training room. It was time to move on.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Moving On

Charge Beam



With the quarantine process out of the way, it's time to make sure that your equipment is still in full, functioning order. In the next room, the medical staff attending to your quarantine process is waiting to go through a systems check. First up, Charge Beam!

Do as the attendant suggests and press and hold the 1 Button until the Arm Cannon is fully charged. Once it is fully charged, release the 1 Button and let loose the Charge Beam. Now that you've confirmed that it is working, two blue orbs appear overhead. Charge your beam and destroy them both.

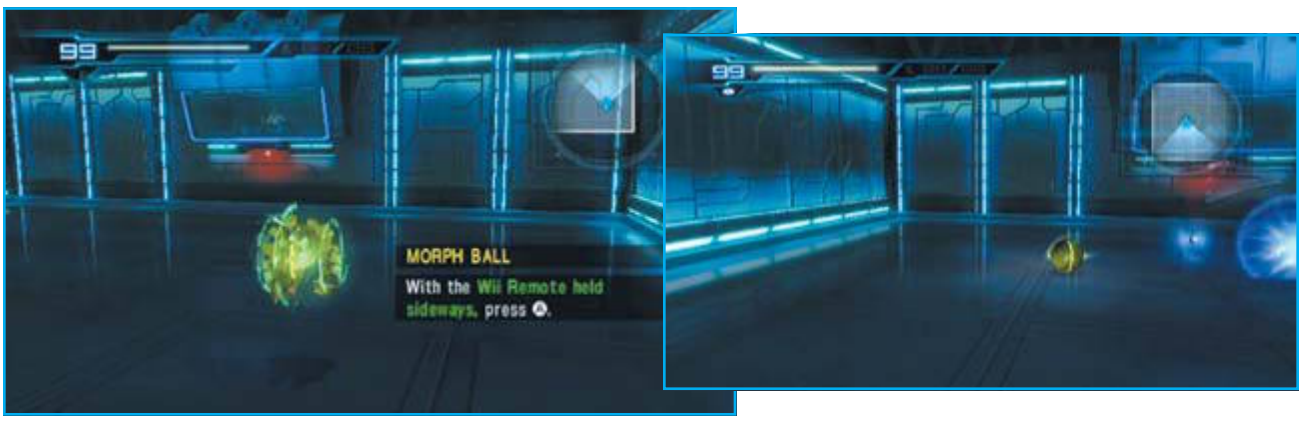
tip

If you power up your Charge Beam and then activate Morph Ball mode, your charged beam will turn into several Normal Bombs that scatter around you in a circle. This is a great way to disperse enemies when you're surrounded!

note

The moves and abilities you learn here are only the basics. As you proceed throughout your adventure and find upgrades, you'll be able to use more powerful abilities.

Morph Ball and Normal Bomb



With weapons systems firing, it's time to check the morphing abilities. With the Wii Remote held sideways, press the A Button to activate your Morph Ball ability. While in Morph Ball mode, take a minute to acquaint yourself with your maneuverability. Roll around the room, then move on to your next systems check.

As you roll around in Morph Ball mode, press the 1 Button to drop Normal Bombs around the room. Press the 1 Button rapidly three times to drop several Normal Bombs in a row. Once you're done dropping bombs, press the A Button one more time to deactivate Morph Ball mode.

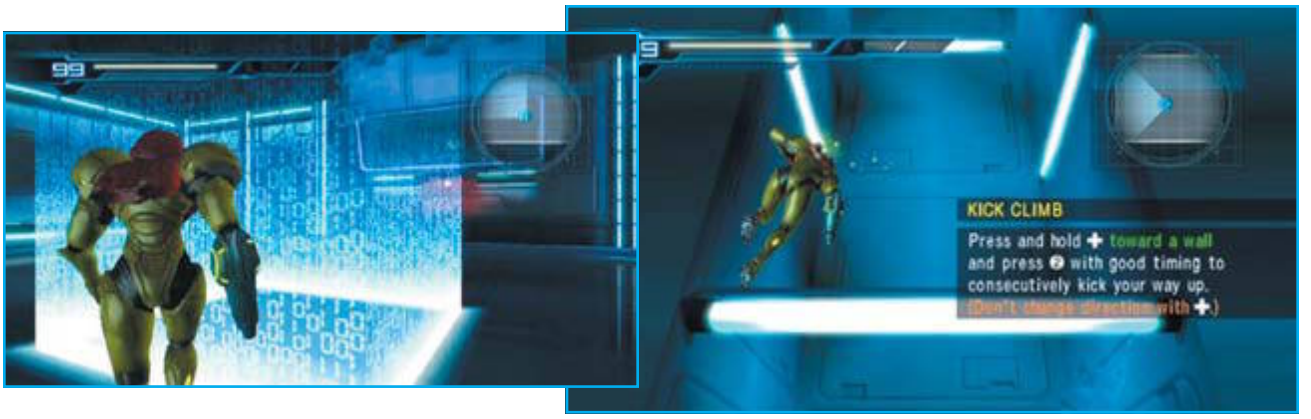
tip

Normal Bombs also have the added effect of bumping you (in Morph Ball mode only) whenever they explode. Get to hard-to-reach places by dropping a Normal Bomb and allowing it to boost you upward. If you time it right and press Jump just as the bomb detonates, you can get even more height.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Kick Climb



Walk to the center of the room and stand in the glowing square. When you do, the floor gives way, sending you free-falling into a tall shaft. To climb out, use your Kick Climb ability by pressing the + Control Pad toward a wall, then pressing the 2 Button. As soon as you touch the wall, press the 2 Button again to bounce off the wall toward the opposite direction.

Time your button presses carefully to bound all the way up the wall and exit the shaft.

Attack



Back in the room, the medical staff decides to put your combat skills to the test. With the push of a button he summons several holographic enemies. As the Geemers emerge from the floor, press the 1 Button to fire your beam.

Move around the room as the Geemers swarm in on you and rapidly press the Attack button to lay them to waste.

SenseMove



Of course, combat training is useless if you can't evade incoming attacks as well. Practice your SenseMove to perfect your evasive maneuvers. Just as an enemy is about to attack, press the + Control Pad in any direction to execute an evasive dash.

Watch for the green flash from your boosters to indicate that you've successfully executed a SenseMove. If you're surrounded by several enemies at once, press the + Control Pad rapidly to execute several SenseMoves and evade the mob of monsters, or even numerous enemy blasts!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Concentration



A critical part of your combat arsenal is missiles. To refill your missile tank to capacity, use your Concentration feature. Hold the Wii Remote upright (vertically, rather than horizontally), then press and hold the A Button to replenish your missiles.

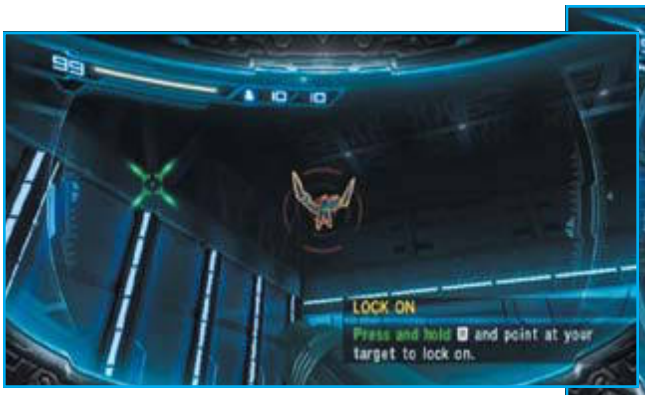
caution

Using Concentration will leave you vulnerable to enemy attack!

tip

When using Concentration, keep in mind that it either refills your entire tank or nothing at all. So if you stop "Concentrating" halfway before filling the missile tank, you won't get half of your missile capacity, instead you'll keep whatever you currently have, even if that number is zero. This is important during critical battles. If you can't safely stop long enough to refill the entire tank, then don't stop at all.

Search View, Lock On, and Normal Missile





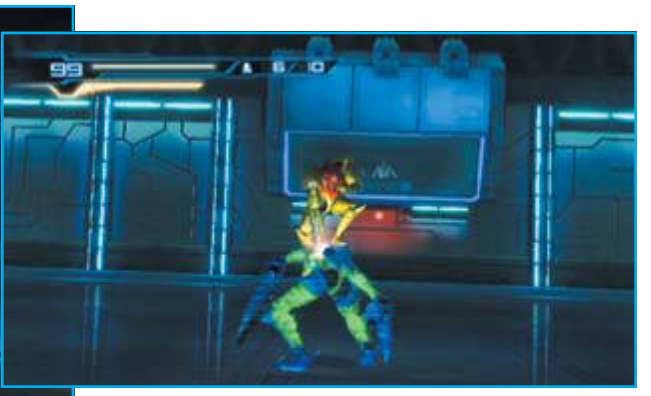
At times you will need to stop and take a first-person view of the action or the area around you. To do so, point the Wii Remote at the screen to shift your view from third person to first person. While in first-person view, press and hold the B Button to move your view around the environment. You'll also automatically lock on to items that can be zoomed in on while holding the B Button.

Remember, however, if you let go of the B Button while in first-person view (pointing the Wii Remote at the screen), you'll be unable to look around and will be forced into a static view of whatever is immediately in front of you. Use your Search View to find the computer-generated enemy in the top corner of the room.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M





Once you've locked onto the enemy, press the A Button to fire a Normal Missile at it and blast it back down to ground level. The holo-creep immediately engages you in battle. Take a minute to practice all of your combined skills against the shifty foe.

After a quick but brutal exchange, the medical attendant instructs you to pounce on the creature's head. Jump onto it, then blast it with your Arm Cannon! Repeat this a few more times until you've turned the holographic enemy into little digital bits.

tip

Since you're facing computer generated enemies, you can't be defeated in this training exercise. The room is equipped with safety protocols that make it impossible for you to die. Use this time to get really comfortable with the controls, your abilities, and with combat in a 3-D environment. The next time you face an enemy, may not be in the comfy confines of a training area.

Power Bomb





Now that you've established that you remember combat basics, it's time to check on your Power Bomb ability. This weapon is very similar to Normal Bomb, but carries a lot more oomph. Activate your Morph Ball ability, then press and hold the 1 Button to charge up a Power Bomb. Release the Power Bomb and wait for the massive explosion that results.

Now that you've confirmed that your Power Bomb is functioning, the tests are complete. Time to head out of quarantine.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Business as Usual

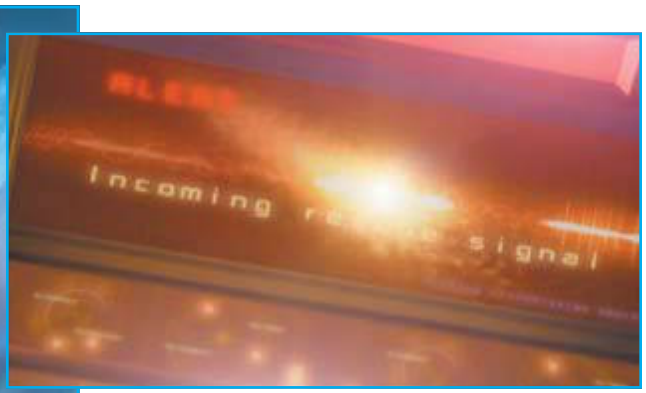


The tests show that Samus is undamaged—well, physically undamaged, that is. Despite having received a polish for her suit, she still bears the emotional scars of her encounter with Mother Brain, the battle with her nemesis, Ridley ... and the loss of the baby Metroid.



As she reports on the success of her mission, Samus is met with applause. Zebes was destroyed and the Metroids were annihilated forever and suddenly it is back to business as usual.





Days turn into weeks, and lonely space patrols occupy Samus's time. As she tries to fill her quiet days, the rest of the galaxy moves on as if the incident on the now-nonexistent Zebes never happened. After all, where was the proof that the planet ever existed?

One day, Samus's quiet is shattered by a piercing cry from in space. As Samus strolls across the stars, her ship picks up an incoming rescue signal code named "Baby's cry." The signal was named thus because it could not, nor should it ever be, ignored. Without hesitation, Samus changes her heading to intercept the Baby's cry.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

THE BOTTLE SHIP





The signal originated from a remote part of the galaxy in a vessel called a BOTTLE SHIP. On approach, the BOTTLE SHIP is surrounded by a nebulous cloud and debris. The ship hangs abandoned in the cloud as Samus docks inside. The darkness envelops Samus's gunship as it touches down inside the BOTTLE SHIP.

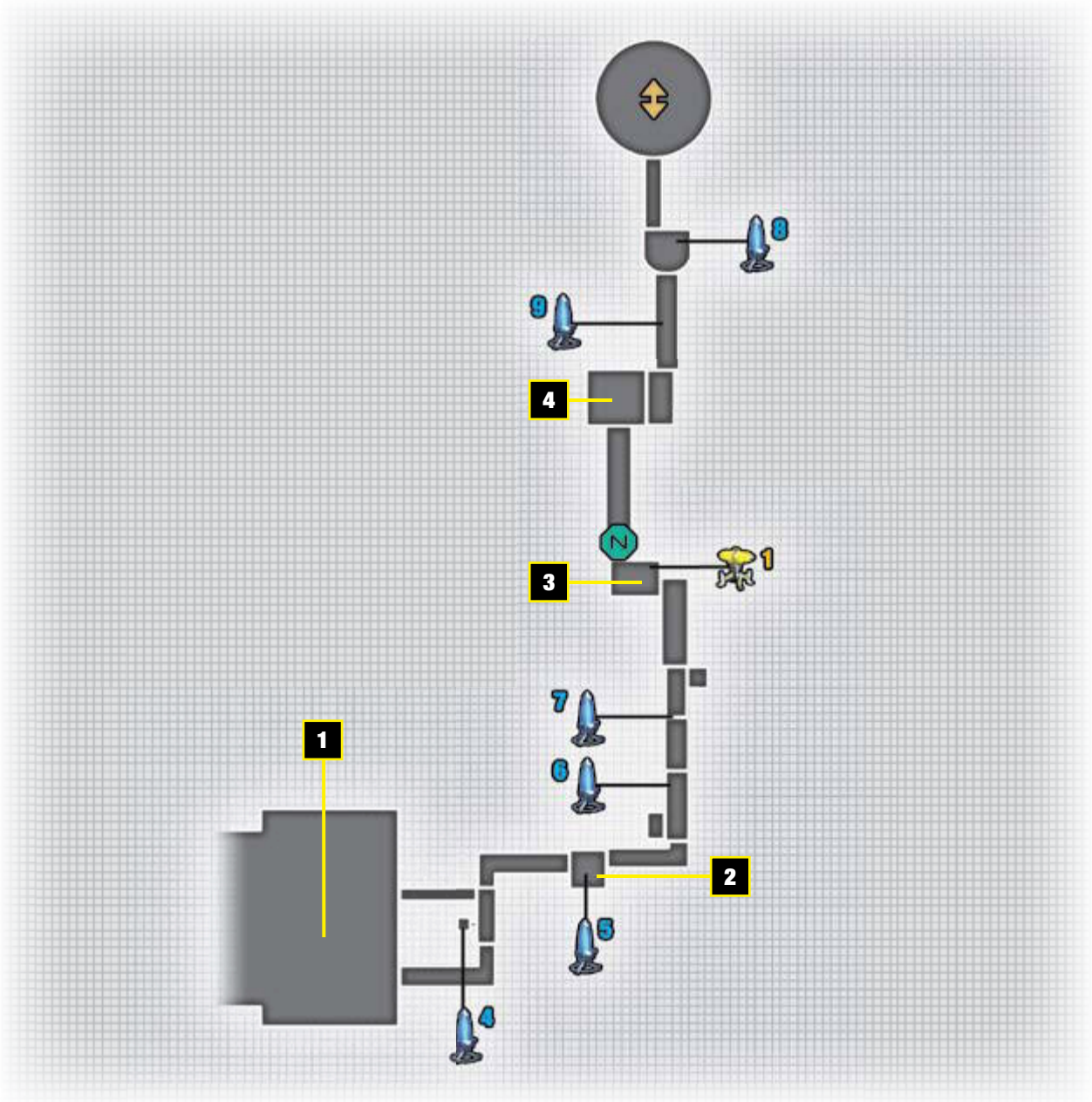
No sooner does Samus set foot inside the BOTTLE SHIP, than she notices that she's not alone. A large transport ship is docked nearby.

note

As we begin our adventure, be aware that this walkthrough will take you along a critical path. That means that we're leading you across the most important areas of the game to complete the story campaign. While we may point out pick-ups along the way, we won't cover how to get *every* pick up in the main walkthrough. Instead, we'll focus on the pick-ups that are required for mission completion, or pick-ups that are close at hand. For item pick-ups that require backtracking, please refer to the "Item Location" chapter of this book, where we list every item, its location, and how to get it.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Old Friends





Enter into Search View mode and aim the reticle at the ship nearby. Locate the small circular insignia and lock on to it to get a closer look. The ship is actually from the Galactic Federation!

Just then, an explosion rocks the BOTTLE SHIP! Move toward the far door on the right to find out what happened.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

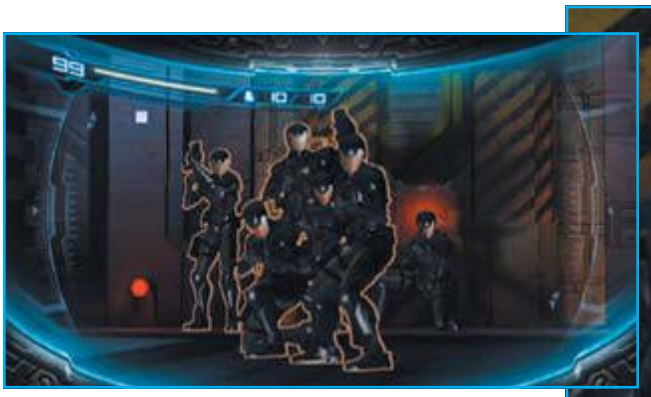
tip



If you stop to look around, check the far left of the middle walkway, just left of the door ahead of you. Scan the walkway to find a Missile Tank container you can pick up later.



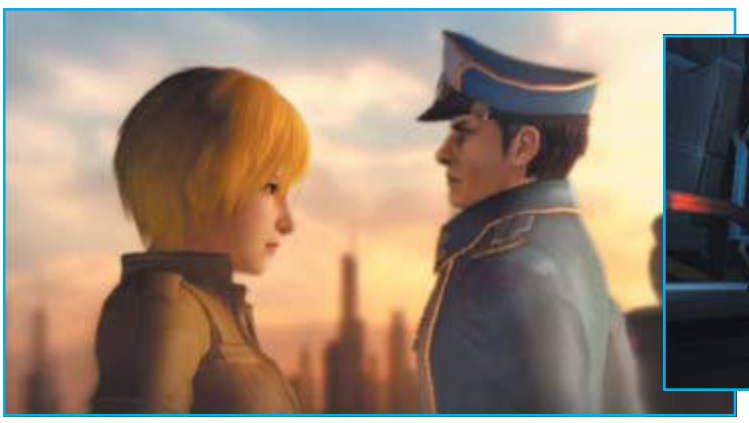
As you traverse the first long passageway, the BOTTLE SHIP continues to rock with thunderous explosions. Don't let that deter you. Follow the passageway to its end until you reach the next main compartment.

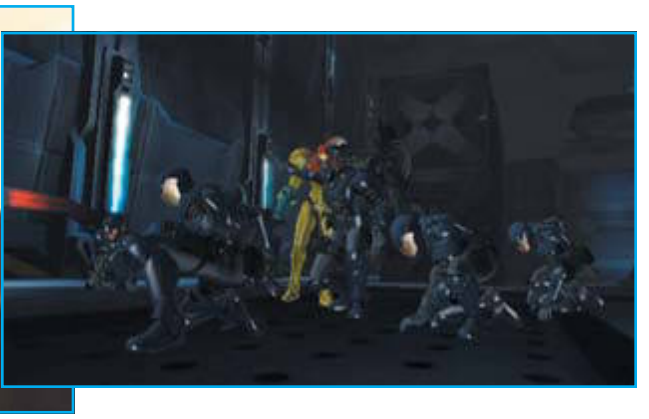




Upon entering, you're greeted by six fully armed soldiers. It's the squad that arrived on the Galactic Federation transport ship. You're most definitely not alone.

A friendly and familiar voice breaks the tension, setting all arms at ease. The standoff ends as one of the soldiers happily emerges from the back of the small crowd. It's your old friend, Anthony Higgs—a soldier for the Galactic Federation Army.





In fact, another old friend is on the BOTTLE SHIP as well. Commander Adam Malkovich, your former superior officer, is also along for the mission. As to what that mission is, Adam is in no hurry to tell you.

At the moment, his main concern is gaining access to the next area in the BOTTLE SHIP. But when their explosive fails to blow the hatch, he turns to you for help. It looks like you're both going to be working again. One unit, one commanding officer—Adam Malkovich.

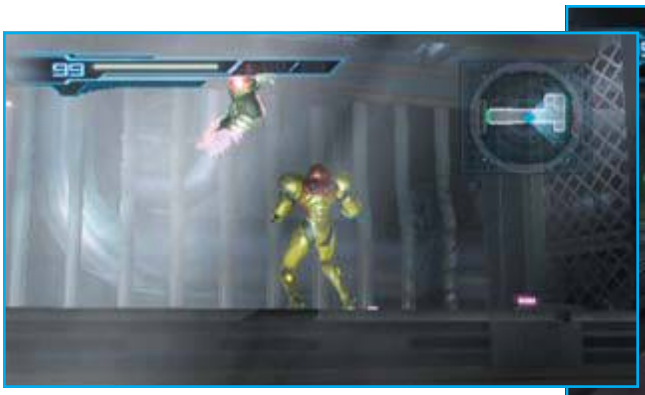
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Lock on to the center plate of the hatch and blast it with a Normal Missile to force it open.

note

Since you've decided to stick around and help the rest of the Galactic Federation squad, you've also decided to abide by their rules. As of now, you no longer have use of Normal Missiles or several other Arm Cannon functions until Adam authorizes them.





Follow the Galactic Federation soldiers deeper into the BOTTLE SHIP. As you proceed down the corridor, you encounter your first enemy! A Reo zooms in from the left and knocks you down the catwalk to the grating below, where the rest of the swarm waits.

Zigzag around the room, using evasive maneuvers to dodge their attacks and counter with blasts from your Arm Cannon. Obliterate the swarm of Reos with shots from your Beam.

tip

Once the room is clear, a small blue blip appears on your radar. It marks the location of a missile upgrade. You can't grab it at the moment, since you need Normal Bombs to get it, but remember its location to come back later.

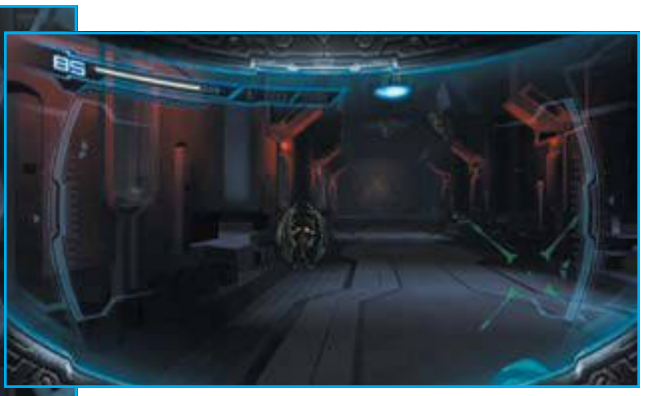


In the left corner of the room is a shaft leading upward. Target the circular plate at the center of the shaft and blast it open with your Charge Beam. The grate blocking the shaft slides up a little bit, allowing you just enough passage in Morph Ball mode.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M





Roll into the shaft, then climb up the stepped ascent, jumping from left to right until you reach the walkway high above you. Follow the walkway up as it snakes to a hatch on the right end of the room. Several Geemers and Reos swarm around you as you go, so blast them with your Beam, then enter the far hatch.

In the next corridor, you're ambushed by Skrees! These creatures wait for you to approach, then they swoop down sharply and gash you with their wings. SenseMove out of their way and hit them with a few Beam shots to clip their wings.

tip



Since Skrees wait to ambush you as they pass, they are vulnerable to attacks from afar. If you see a Skree hanging overhead, change to Search View mode and take it out in first-person view from a safe distance.



Follow the corridor to its end, where you reach a long room with stairs in the far right corner. As you enter, another swarm of Reos attacks from the left! Let loose your Arm Cannon and swat them out of the air.

note

The room to the immediate left is a restroom. There's nothing in there, so ignore it and move along.





Climb up the steps in the far right and access the computer monitor. It unlocks the door on the far end of the room, granting you access deeper into the BOTTLE SHIP.

Dash across the room, then Kick Climb up the niche on the far end. Enter the next chamber of the ship where you'll find several Geemers scurrying about. Take them out, then enter the next corridor.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

tip



There's an Energy Tank inside the vent running above the room. You'll need the use of your Normal Bombs to acquire it. Leave it for now.



Carefully traipse across the long, slender walkway. When you're about halfway across, a group of Geemers rushes onto the walkway and attacks. Destroy them as you go, then go up the stairs on the far end, which lead to a door on the left.

note

The computer terminal to the right of the stairs is inactive at the moment; ignore it for now.



The next area is a tall room with an elevator in the center. Around the elevator is a series of platforms lined by ledges on the left and right. The elevator is inactive, so carefully climb up the ledges, blasting Geemers as you go until you reach the top.

note

For now, ignore both the glowing yellow power-up on the far right side of the room and the inactive computer console. You'll come back to get this power-up as soon as you've gained other abilities.



Once at the top, climb onto the leftmost ledge and enter the door in the far-left corner. Enter the Navigation Booth and replenish your health. Then exit the room via the door on the opposite side. Run across the long walkway until you reach the next chamber of the ship.

tip

Not only do Navigation Booths replenish your health, they also save your progress and refill your missiles! These are lifesavers when you're running low on ammunition and health. Never hesitate to stop by if you're near one.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Pervasive Danger





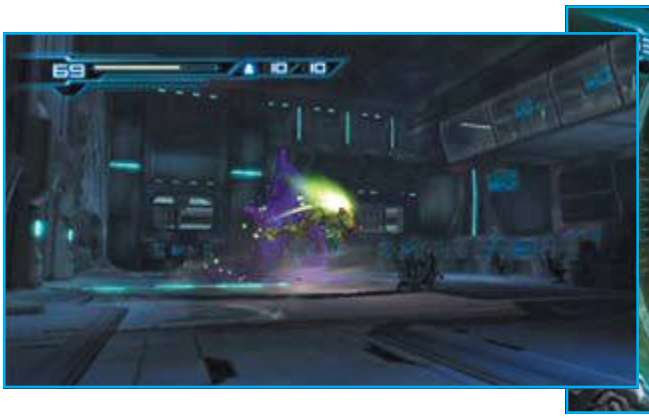
Upon entering the room, Samus finds the Galactic Federation soldiers huddled around something. As she nears, the scene becomes more and more clear: They're gathered around the horribly mutilated body of a scientist that worked on the BOTTLE SHIP.

The body is not what is most disturbing, however. What the body signifies is even more horrifying—something is loose in the BOTTLE SHIP and everyone is in great danger.

Boss Battle: Brug Mass



Suddenly, Samus's fears are confirmed. Without any warning, the room begins to grow dark as the shadows of thousands of purple Brug insects scurry up the walls and meet with a great, bloodshot, lidless eye. The creatures gather around the eye and join with it to create the monstrous Brug Mass bent on destroying everything in its way. That means you and the Galactic Federation soldiers.

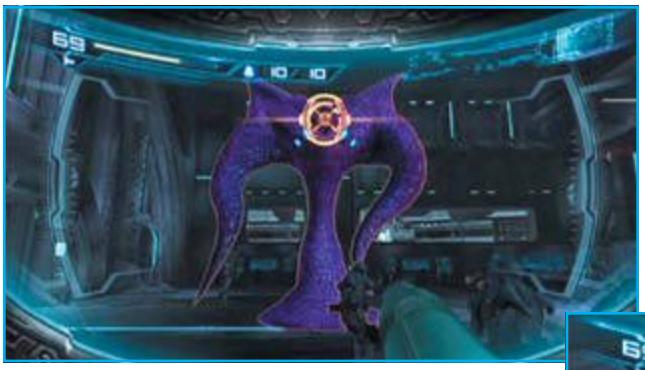




When the battle begins, the creature flails its tentacle arms at you and the soldiers to knock you off your feet. Watch for the Brug Mass to raise one of its tentacles in the air and execute a SenseMove to dodge its attack. Strafe around the creature, dodging its whiplike attacks as you go, and blast it with your Beam.

As soon as it misses you, focus all of your shots at the creature's eye. Your attacks do no damage, so get into Search View mode and attack it with a lock on blast of your Beam. When that fails to dent the Brug Mass's life bar, Adam authorizes his soldiers the use of their freeze guns and you the use of your missiles.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Once your missiles are authorized, continue dodging the creature's tentacle attacks and circle around to the beast's rear. Activate Search View mode and wait for the creature to slowly spin around and face you. When it does, lock on to its eye and let loose a Normal Missile!



The attack puts a major hurt on the purple pest, knocking it off-kilter just long enough for the soldiers to concentrate their fire on the creature's tentacle. The soldiers' guns freeze the tentacle instantly. Seize the moment and hit the frozen appendage with a missile to inflict more damage.

With only one tentacle left, the Brug Mass begins to use a radial attack as it spins around quickly, scraping its lanky arm on the ground and gashing everything in its way. Dodge its attacks and hit its eye one more time with a missile. When you do, the soldiers are able to freeze the second tentacle for you to obliterate, just as you did the first.

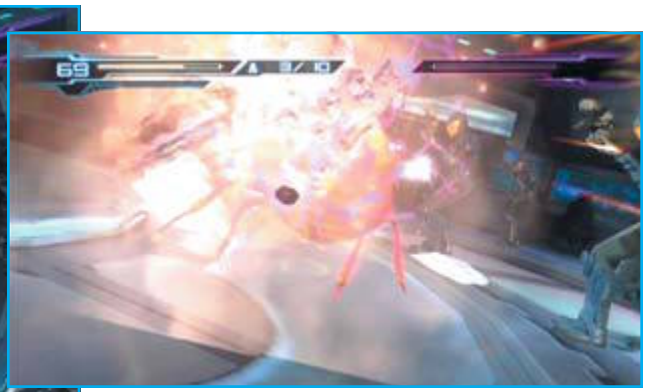


With no arms left to attack, the monster begins hopping around the room, stomping whatever it can. If you're out of the reach of its stomp, the Brug Mass thrashes down on you with its head. SenseMove around the creature and pepper its eye with missiles at every turn.

tip

Take a moment to use Concentration to replenish your missiles when the creature misses you with its attacks.



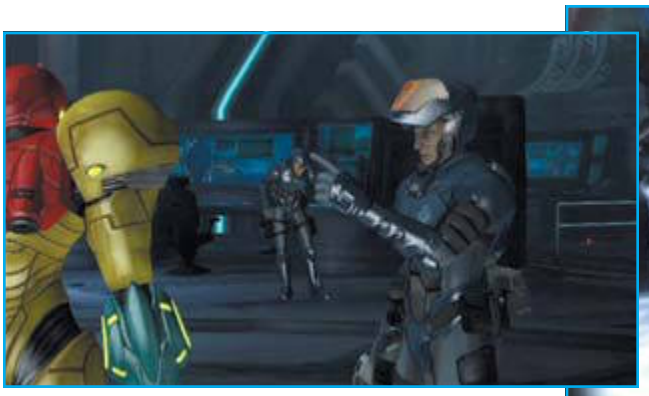


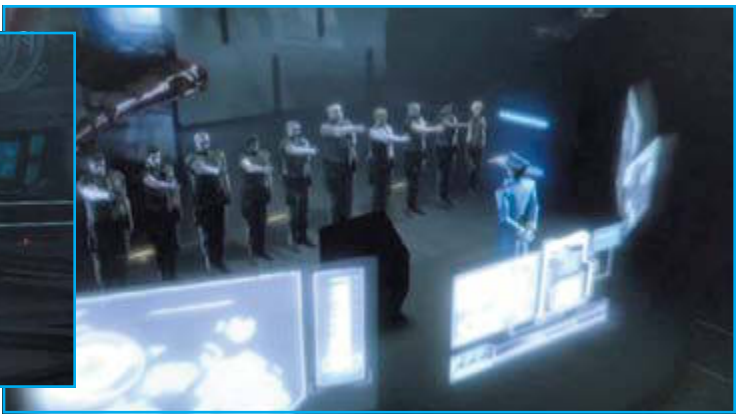
Wait for the Brug Mass to miss. When it does, the soldiers freeze the creature at its base, allowing you a clean missile shot once again. Take the shot! The damage is more than the Brug Mass can handle and it immediately attempts to get away. The Emperor Brug squirms out of its body and attempts to scurry away!

You know what you must do: lock on and let the missiles fly. With the Emperor Brug popped, the beast is no more.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

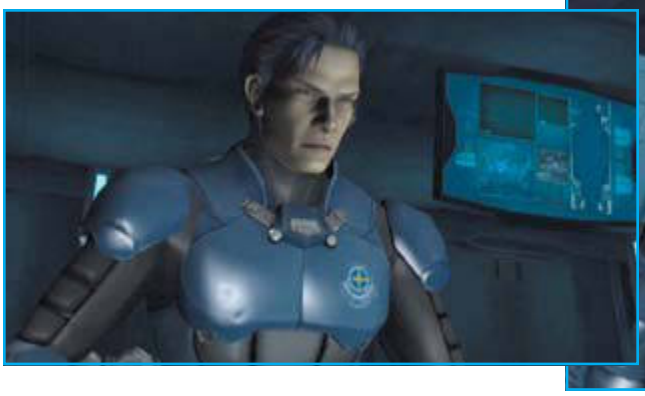




Things begin to calm down, and Malkovich clearly sees that you'll be of great help to the mission. He asks that you join his group under one condition: He's in charge. Having served under him before, you know what you're in for and you sign up for the mission.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

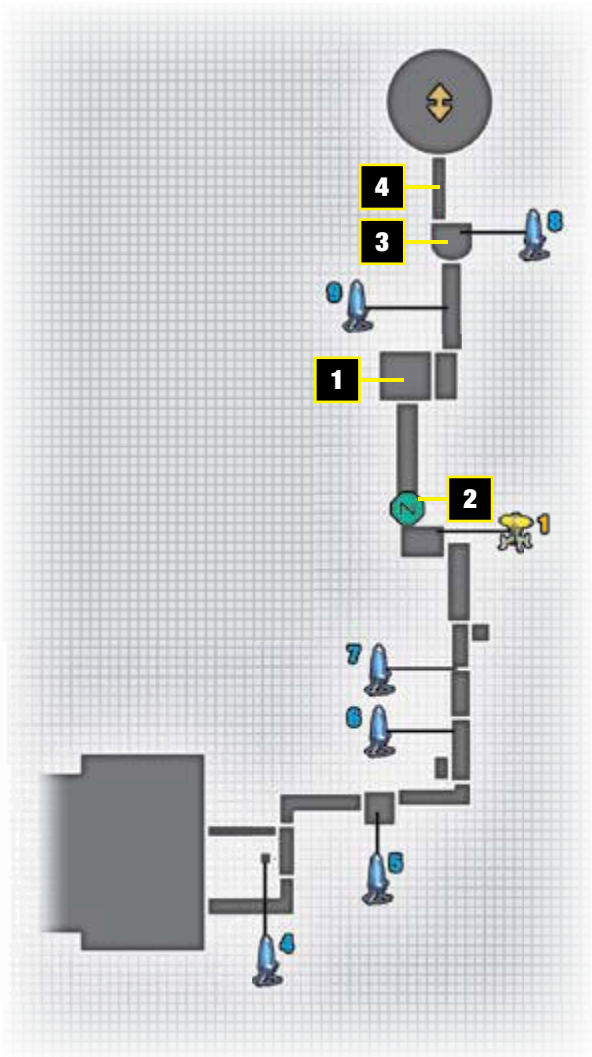
PRIORITY 1





Having banded together with the Galactic Federation, Samus accepts Adam's orders just as she used to when she was a soldier. Adam assigns each of his soldiers a task, but above all, priority 1 is to find and rescue survivors. With communications interference blocking the systems, all communication will have to be routed through Adam at the moment. Samus's task is to head to the System Management Room and get the electrical system back up and running.

System Management Room





Do an about-face and head back out the door you entered. Destroy the Geemers as you cross the long hall. About halfway down the hall, a Geemer leaps out from a grate on the right side. Pop it, then keep moving.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Missile Tank!

After clearing the hallway, use Morph Ball mode to drop into the grating on the hall's right side, where the Geemer tried to ambush you. Drop into the vent and roll all the way down the length of the hall. Drop a Normal Bomb when you reach the small gate, then continue rolling down to find a Missile Tank!

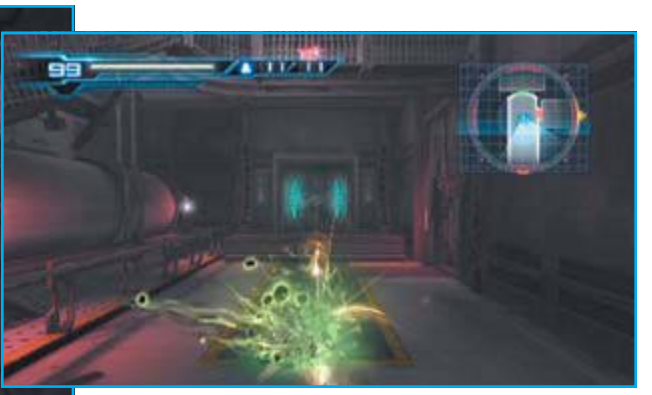




tip

Now is a great time to stop at the Navigation Booth (marked "N" on your in-game map) and save your progress.





Backtrack to the room with the inactive elevator in the center, just past the Navigation Booth, and drop all the way to the bottom of the room. There are several Geemers in this room, so destroy them as you go, then exit the room via the door on the right. Dash down the stairs, blasting the spiked pests as you go, and cross the long bridge into the next room.

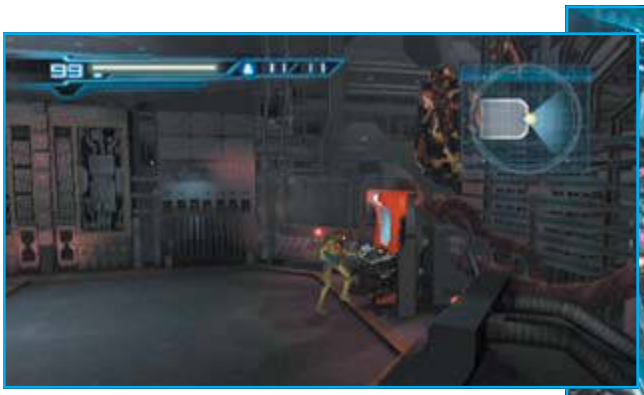
As you enter the next room, several more Geemers attack, this time with a Skree in tow! Obliterate the trio, then clear the room of all other enemies.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Energy Tank!



With the room clear, you're free to get the Energy Tank hidden in the vent above you. Use Morph Ball to roll into the fallen vent on the left. Follow it up and to the right to a small gate. Remove the gate with a Normal Bomb, then claim your Energy Tank!





Roll up the fallen vent on the left, picking up the Energy Tank as you go, then destroy the second grate to drop into the System Management Room. The computer console in the System Management Room is used to access the ship's electrical systems. At the moment, however, it has no power.

Although the computer works, the power is being restricted by two large fly pods! Quickly remove the Reos with your Beam, then switch to first-person view and target the fly pods. Hit each fly pod with three missiles to destroy them. The computer comes back online. Use the computer to restore electricity to the rest of the ship.

tip

Stay near the back of the System Management Room. From there, you'll have plenty of distance from the Reos as they approach and still be able to get clean shots on the fly pods.



When the electrical system comes back online, several doors in the ship are unlocked. Exit the room via the now-unlocked door behind you and begin backtracking to the Control Room, where Commander Adam waits to give you further instructions. As you go, the long bridge gives way and drops you into a lower level where several Side Hoppers await!

Jump onto each Side Hopper's head and use Overblast to shoot them from above! One shot and each Side Hopper is destroyed.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Missile Tank!

There is a Missile Tank at the near end of this room. Walk down the long room after killing the Side Hoppers and Kick Climb up the narrow wall. At the top right will be your next Missile Tank.







Walk up the long, narrow room and target the hatch high above you. Hit it with a Normal Missile to force it open, then Kick Climb up the long niche all the way to the top.

note

The computer console on the right side of the room controls the bridge. Use it to remove or replace the bridge whenever you choose.



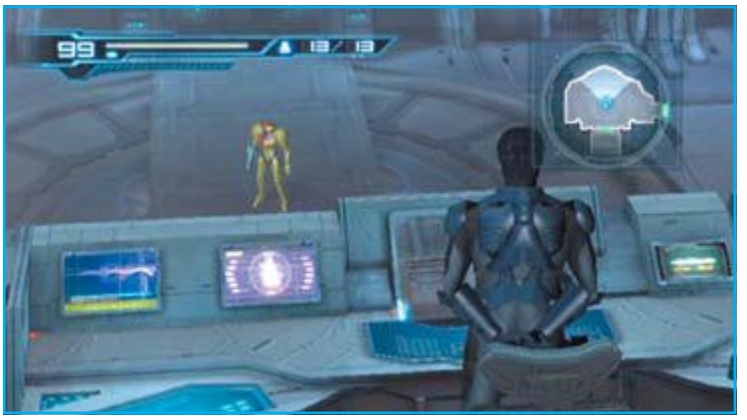
Return to the room with the elevator in the center and ride the elevator all the way up. Use the computer console on the far right of the top walkway to lift all the fallen walkways lining the room.

Missile Tank!

After using the computer console to lift the fallen walkways lining the sides of the room, hop onto the walkway on the left, second from the top. Use Morph Ball to roll into a small vent area, where you'll find the another Missile Tank!



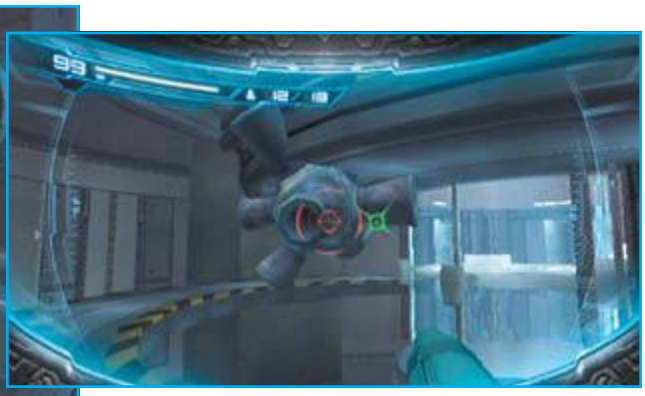




Having restored electrical power, resume your journey back to Adam to report. Stop to save at the Navigation Booth—it's the only way the door ahead of you will unlock—then speak with Adam to get your next objective.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.





Adam orders you to inspect Sector 1. Since Lyle went ahead, he was able to secure a route for you. Head to Sector 1 to survey an area of interest. Begin by making a right from the control room. Go through the hatch on the right, then make a left in the next room. Ride the elevator up to the next level. Ignore the locked door on the left and, instead, go through the door on the far-right corner of the room. Follow the hallway all the way up to another room with an elevator.

Ride the elevator all the way down into another room with ledges lining the sides. This time, however, the room is infested with spore creatures. Hit them with several Beam blasts or a Normal Missile to destroy them. Once the room is clear, go through the hatch on the left side of the bottom floor.

caution

Don't let the spore creatures get too close! If they get within striking distance, they'll explode and inflict major damage!

note

There is a circular hatch-like object on the right wall of the room you enter immediately after speaking with Adam. It requires a Power Bomb to access it, so leave it for now. For more information on these hatches, flip to the Items Locations chapter, but be warned, there are spoilers there, should you choose to skip ahead!



Energy Part!

There is an Energy Part on the left side of the highest U-shaped ledge in the room with the spore creatures. Climb up all the ledges to reach it.





After exiting the room with the elevator, you'll be trapped inside a long corridor with Reos and several Side Hoppers. Use Overblast to eliminate all the Side Hoppers and the door on the opposite end of the corridor will unlock. Enter the Main Elevator room at the far end of the corridor to access Sector 1.

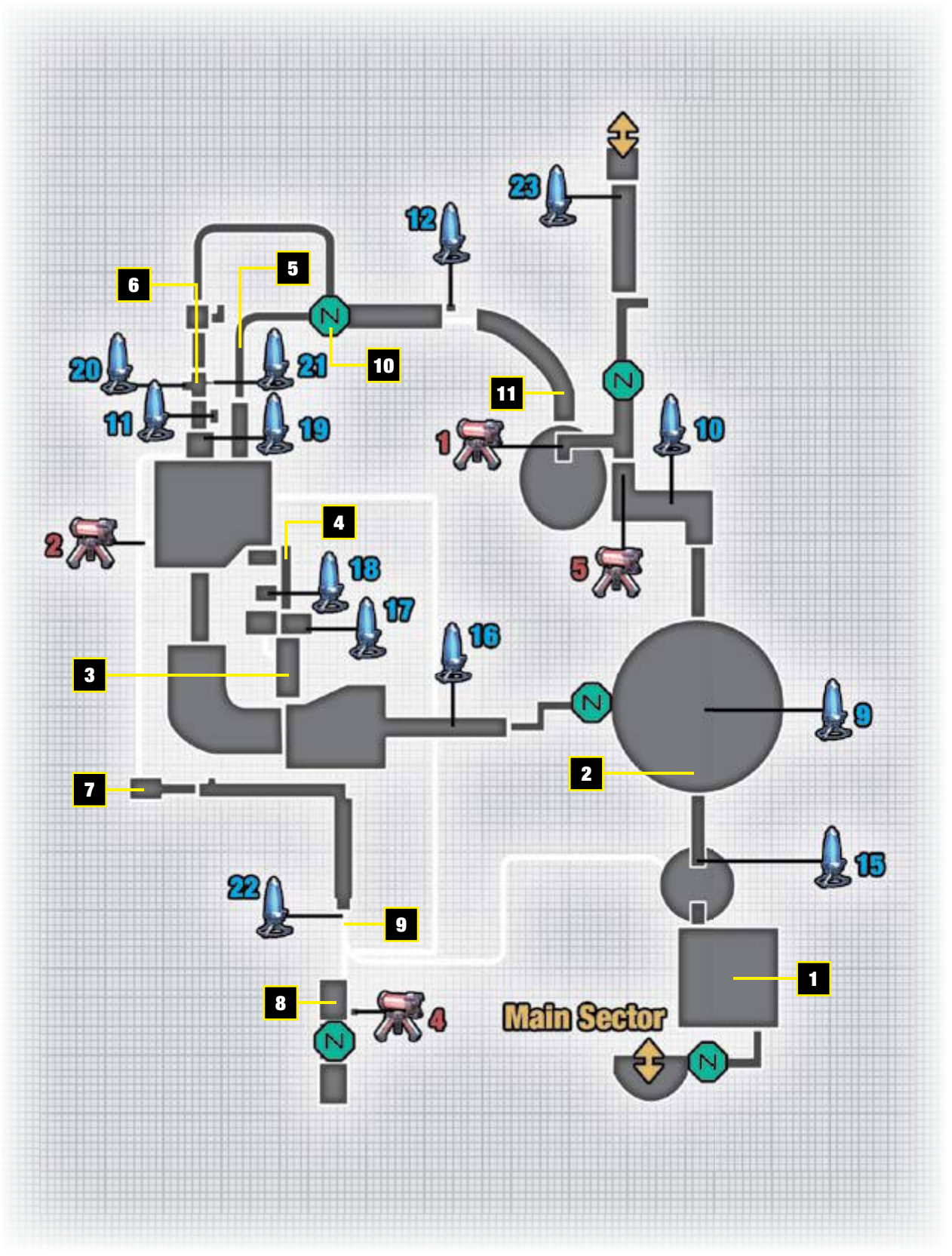
note

There is another circular hatch in this long corridor that you cannot access just yet. Make a note of it, but don't worry about it for now.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Sector 1



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Exit the Main Elevator and make a right. Stop at the Navigation Booth to save your progress and unlock the hatch on the right. Proceed deeper into Sector 1 via the now-unlocked hatch, and enter the Sector 1 Biosphere. As you enter, disintegrate the Reos in the distance with shots from your Beam, then use your Normal Missiles to lay to waste the fly pod on the right.





Inch closer to the Gripper on the right and kill it with a few well placed shots. Continue creeping deeper into the Biosphere and engage another grouping of similar enemies on the left—take out the fly pod first, then the Gripper. Once the coast is clear, use a Normal Missile to destroy the vines at the end of the walkway. Slowly pass through the next small hallway and enter the large circular room. Upon entering, the glass at the top of the room inexplicably shatters!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Boss Battle: Ghalmanian





Without warning, a Ghalmanian appears from out of thin air! It grabs you with its tail and whips you around the room viciously, slamming you into the ground when it's done. Immediately after getting to your feet, dash around the room and back up against the wall. Watch for the Ghalmanian's poisonous spew to indicate its location when it's invisible and immediately locate it with your Search View ability. There are actually two Ghalmanians, so stay on the move as much as possible.

Lock on to one enemy in Search View mode and pop it with a Normal Missile, forcing it to become visible! Once it's visible, hit it with your Charge Beam and dash around the room evasively to avoid its retaliation. If it tries to whip you with its tongue, use SenseMove to dodge the attack. After taking enough damage, the Ghalmanian falls to the ground helplessly. Either rush it and finish it off with a close-quarters attack, or pepper it with more missiles until it's dead. Repeat this process with the second Ghalmanian to unlock the exit to this chamber.

tip

There are actually several ways to locate an invisible Ghalmanian. You can watch for its poisonous projectiles, spy the rippled contours of the creature as it moves around the room, target it in Search View mode, or hit it with a rogue shot from your Beam. The best way to locate it, however, is within Search View mode. While this method requires you to stand still and be vulnerable for a moment, you'll be able to immediately fire on it with a Normal Missile.

caution

Beware! Not only are the Ghalmanians especially sneaky while invisible, they're also surprisingly fast, capable of crossing the room in a split second!



Exit the circular chamber and enter a short corridor with two fly pods in it. Burst the fly pods with missiles, then exit the corridor through the opposite end to find a tall room with a huge ring around the center. A platform spirals all the way up around a huge, treelike plant. Creep toward the spiral platform, but stay on your toes: the room is crawling with Geemers, Reos, and Grippers.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.





Fight your way up the long, spiral walkway, past Grippers, Geemers, and Reos, until you reach an adjacent walkway. Traipse across the walkway into the Navigation Booth and save your progress to open the next hatch. Carefully enter the next corridor and destroy the Wavers floating overhead. If you let them wander, they'll buzz by and drill into you! A few simple Beam blasts does the trick.

Exit the crooked corridor and find a long, sloping walkway full of huge spiked roots and a few pesky Grippers. Edge toward the slope and begin your eventual slide down the walkway. The decline is too steep to walk back up, so once you begin your descent, you'll be unable to navigate in any direction other than down. Leap over the spiked roots as you go until you reach the bottom of the slope.





At the bottom, you're ambushed by several Geemers and Wavers. Brush them off with a few Beam shots, then walk to the end of the area, where Griptian rolls in for the attack! Leap out of its way as it attacks and immediately retaliate with a missile blast. The missile blast knocks it off its plan of attack, so keep the heat on it with several more missiles until the creature is lying on the ground. Once it's helpless, rush the fallen beast and put it away with a Lethal Strike. Turn toward the remaining two Griptians and repeat the process to eradicate the rolling pests.

tip

The three Griptians can prove to be troublesome if you try to take on all three at once. Instead, split them up and take on them one by one. You can't get hurt while you're engaged in a Lethal Strike, so don't hesitate to rush a fallen Griptian as soon as it falls.

tip

The Griptian has several attacks, but the most dangerous one is its rolling strike. Use SenseMove to dodge it, and counterattack quickly. If it burrows into the ground, keep moving and watch the dirt as it burrows around. If it rushes toward you, leap into the air to keep it from attacking you from below.



Make a right at the end of the area and hop up the stepped pathway. Enter the corridor with a sealed hatch at the end—it requires a Super Missile to open. Jump into the second vent in the hall (see the Missile Tank! box below), then roll through the Morph Ball tunnel until you are deposited into a new room.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

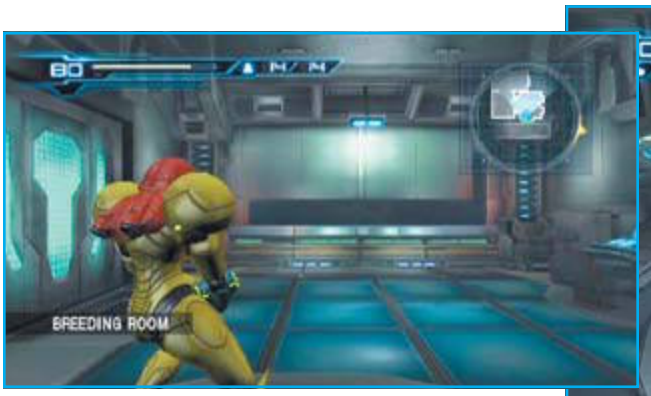
Missile Tank!

A Missile Tank waits inside the small vent at the far end of this corridor. To see it, roll through the small hole in the glass on the left, then use Search View to search the farthest vent down the corridor. To grab the Missile Tank, however, exit the glass area and walk down the corridor to its end. Jump up to grab the edge of the open vent along the left wall, then pull yourself up—you'll Morph Ball into the vent where you can reach the Missile Tank easily.





Breeding Room





Ignore the hatch at the top of this room and instead go down the steps and through the hatch on the bottom floor. Follow this walkway to the Breeding Room, where you find the body of a deceased lab worker. This body was attacked by something even more vicious than the last victim. After examining the body, backtrack out of the Breeding Room and return to the room with the stairs.

This time, enter the hatch at the top of the stairs and shatter the glass tube at the center of the room with the Geemer inside. The tube reveals a hole at the center. Use Morph Ball mode to drop into the hole and roll out of the vent and back into the corridor with the sealed hatch.



Exit the corridor and return to the area where you defeated the Griptians. Since the door at the far end is still locked, turn and face the long pathway on your left. When you do, you'll notice that the leaves are rustling nearby. In Search View, examine the rustling leaves to find a cute little creature! When the fuzzball sees you, it scampers off in a scare. While you are inspecting the critter, Adam unlocks the hatch behind you. Turn around and go through the now-open hatch.



The next area is a long pathway that is blocked by force fields at both ends. Destroy the Reos and fly pods, then locate the small circular portal near the far left side of the pathway; several little fireflies will be slowly wandering out of it. Hoist yourself into the portal and you'll automatically transform into Morph Ball mode. Follow the tube to the other side, bypassing the force field, and activate the nearby computer to deactivate the fields and reveal the hatch at the far end.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Missile Tank!



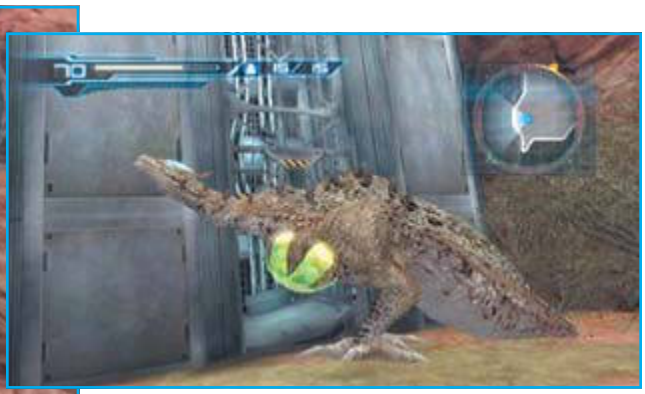
After deactivating the force fields, backtrack down the path a little bit to find a newly revealed area. Jump up the concrete structure on the left to find another Missile Tank.



Rush through the next hallway, taking out the pesky Geemers as you go, then use your Charge Beam to unlock the hatch at the end.

Experiment Floor 1





The next area is a large environment with a waterfall along the right wall. Just beyond the waterfall, however, is a fly pod spewing Reos! Bust it up with a few missiles to reveal a small hole along the wall of the cave behind the waterfall. Roll into the hole and follow it up, along the distant ridge, all the way up toward the Experiment Floor's upper level. Use Normal Bombs to bust through the last bit of rock, before jumping out of the hole and onto the top ridge.

Follow the ridge to the right, past a large slumbering creature, then activate the computer console just past the little stream. When you do, the Experiment Floor's holographic walls are removed, awakening the sleeping Dragotix and several Side Hoppers! Take out the Side Hoppers first with well-timed Overblasts, then turn to face the Dragotix!

Target the Dragotix's green orb and pepper it with missiles. Stay away from the creature's massive mouth as it stomps around, but also avoid its tail—the Dragotix spits poisonous gas from it! After you hit its orb-laden belly with missiles, the Dragotix explodes into purple dust.



tip

The Dragotix is very slow. It's no match for your speed, so move away from it quickly, find a safe spot—like the niche in the far-right corner of the room—and blast the beast from afar.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M



Kick Climb up the tall niche in the room's far right corner and enter the hall at the top of the shaft.

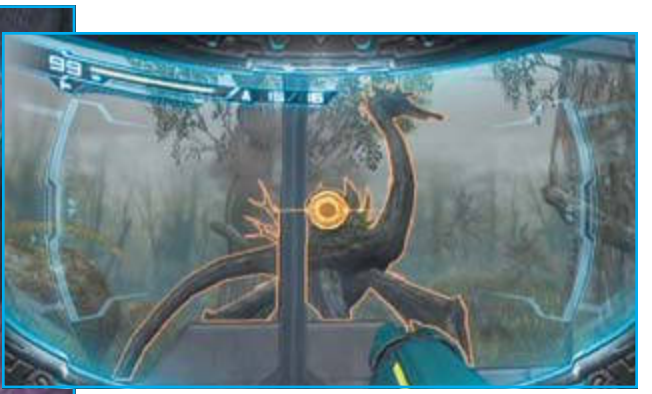
Missile Tank!

There is another Missile Tank inside the hall leading out of the Experiment Floor 1. Turn around and shoot the sensor above the door you came in—it will release gas into the room that kills everything. Once everything is dead, simply drop into Morph Ball mode and roll into the hole on the left side of the hall. With the Geemers out of your way, grab the Missile Tank in the little cranny.









Dash down the next long hallway and destroy the Wavers as you go. As the hall turns right, it also begins to slope down. Slide down the slope, leaping over thorned roots, until you reach the end of the long hall. Save your progress at the Navigation Booth at the end, then blow open the cracked wall in the Navigation Booth to expose a circular hole.

Drop into the hole in Morph Ball mode and follow the next passageway past an observation deck where you can spy massive Groganch stomping around in their habitat. Follow the passage, as it winds past several small rooms on the left.

Accel Charge!

Immediately after passing the Groganch, you reach a small passageway with a door on the left. Enter the door to find a restroom hiding an Accel Charge. Interact with the stall door to open it up and nab the Accel Charge.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



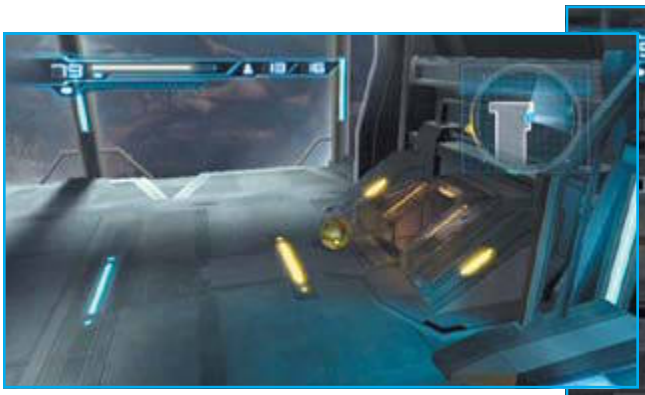
When you do, a Ghalmanian begins to slowly climb up toward you! Jump from the left side to the right, then drop down to a short ledge on the shaft's right side—four hand supports down. Quickly target the electrical wiring that is now jutting out from the top, left side of the shaft and blow it up with a missile. This releases the elevator from above and sends it crashing down on the Ghalmanian below. It also opens up the shaft above you.

caution

Do not shake the elevator loose while you're hanging from a hand support! If you do, you won't have enough time to get to a ledge and let the elevator safely pass you by. It will mean instant death if you do.

Blast past the spore creatures and Geemers on your way to the end of the passageway. You reach a tall, ruined shaft. Jump up to grab the black and yellow section of the wall, then bound from wall to wall, using the black and yellow sections as hand supports, until you reach the top of the shaft. As you climb the shaft, stop only to eliminate the Geemers. At the top of the shaft, hang from the left side of the shaft and use Search View to examine the electrical wiring that is jutting out from the opposite side, at the top. Blast it with a missile to loosen the stuck elevator overhead.







With the area above you clear, continue jumping up the shaft until you reach the very top. Take out the Geemers in the room on the left and continue into the adjacent chamber. There you'll find a vent covered by a grating in the far-right corner of the room. Destroy the grating with a Normal Missile and roll into the vent.

The vent drops you into a long narrow shaft running around the outside of the Experiment Floor chamber. Use Normal Bombs to destroy the cubes of trash and Geemers in your way until you reach a hole to drop into.

note

About halfway down the path is an trash cube blocking an adjacent pathway on the left. You can destroy the cube now if you want, but the path leads to an area you can't fully explore yet.

Missile Tank!

At the end of the pathway, you'll reach a small circular hole. Jump over it and roll over to the Missile Tank at the very end. If you drop into the hole before grabbing the Missile Tank, use Normal Bombs to jump out of the hole and back up to the top section where the Missile Tank sits.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Scrap Block



Drop into the hole near the end of the path to find another short section of ventilation shaft. Roll to its end and drop into the Scrap Block room populated by several Wavers. Eliminate the Wavers with your Beam, then use missiles to remove all the rubbish piles from the room. This reveals a staircase and a small tunnel at the far end of the room.

Missile Tank!

From the Scrap Block, use Morph Ball mode to roll into the small tunnel at the far end of the room. Follow the tunnel to its end, using bombs to destroy the grating in your way, and pick up the Missile Tank at the tunnel's far end.

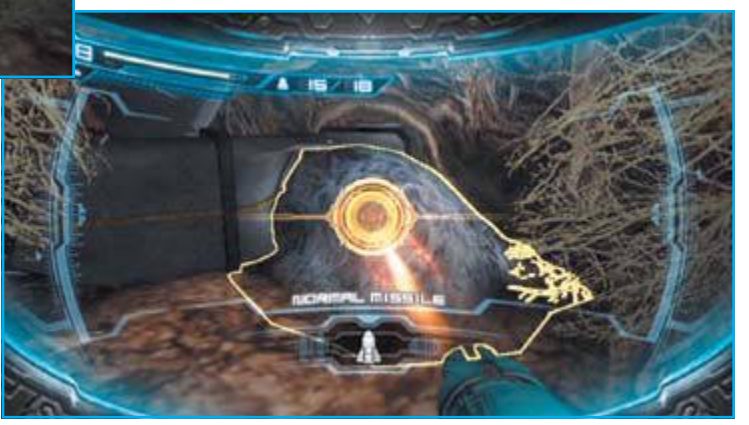






Run up the stairs at the far end of the room and enter a long dirt tunnel. Use a missile to destroy the vines blocking the path and slowly creep deeper into the tunnel. The path has several small pits in the way. Move through the path, bypassing the small pits to avoid being attacked by Grippers. When you reach the end of the tunnel, a massive tunnel worm bursts out of the opposite end. Use Sensemove to leap over it and avoid taking damage.

Eliminate the Grippers in your way, then remove the vines blocking the path ahead. Upon reaching the end of the tunnel, you'll find a large dirt clod blocking the path. Hit it with a missile to clear the way, then use another missile to remove the trash blocking the vent at the end of the tunnel. Roll into the vent and take it all the way to the Subterranean Control Room.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Subterranean Control Room



Although the room appears to be empty, a pair of Ghalmanians are actually hiding there, waiting to pounce! Scan the room quickly in Search View mode and lock on to one! Hit it with a missile to force it to become visible, then destroy it. With one creature down, scan the room again to find the second and destroy it as well.

tip

The room is large enough to give you plenty of space to dodge both creatures' attacks. Make good use of the space and SenseMove to elude damage while you pepper the beasts with missiles.

note

Another circular hatch here can only be accessed with a Power Bomb. Ignore it for now, but remember its location.





After defeating the Ghalmanians, the door at the far end unlocks. Enter the Navigation Booth and save your progress to unlock the door leading out of the Nav Booth. Charge your Charge Beam and enter the next room. Immediately, the ceiling opens up and a pair of guard bots drop in on you!

Wait for the guard bots to open their barrel casing, as they're about to fire on you, and hit them with your Charge Beam. You can also hit them with missiles if you're far enough away to lock on to their exposed barrels in time. The guard bots are quick and elusive: Watch for them also to try to ram you as they move around the room. When the first two are destroyed, a third one appears. Take it out, then pick up the little glowing orb it drops.



note

The orb grants you the use of your Diffusion Beam! When used, the Diffusion Beam scatters after impact! The Diffusion Beam is actually integrated into your Arm Cannon, so you don't need to do anything extra. It's an added effect to your Charge Beam.

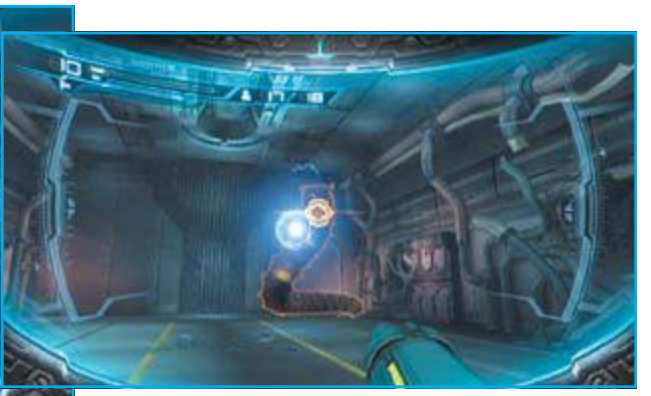
Put your new Diffusion Beam enhancement to the test. As soon as you pick it up, the wall behind you slides open to reveal a swarm of Reos and two fly pods. Use the Charge Beam to destroy the swarm of pests, then burst the fly pods with missiles. Once the coast is clear, use the computer console to unlock the door in the Navigation Booth, where you blew a hole in the wall.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Boss Battle: Namihe and Fune





Backtrack the way you came and stop to save your progress at the Navigation Booth just outside the next room. When you enter the next room, two tunnel worms come crashing out of the walls! This time, they don't pass you by without attacking. They attack you with glowing orbs of energy from their mouths and occasionally come out of their tunnels to bite you!

Wait for the tunnel worms to pop their heads out of the wall and hit them with missiles. The missiles force them to retreat back into the walls temporarily. Move around the room until they begin to creep out again and continue to shoot them with missiles. If they slither out of the walls completely, run away from them to avoid getting chomped and shoot them from afar when they snake into the air, ready to strike. An alternate attack is to hit them with the Charge Beam while they're out of the walls, then rush them and finish them off with a Lethal Strike.

Caution

Never lock on the tunnel worm in the walls while there is a tunnel worm in the room with you. You'll stand still long enough for the monster in the room to chomp on you while the one in the wall distracts you.



If you cannot get the slimy beasts with a Lethal Strike, finish them off with missiles. The tunnel worms are more vulnerable to missiles while they execute their vortex breath attack. Stand as far away from the vortex as you can and unload as many missiles as you can. Crush both tunnel worms. Then the small square hatch in the corner of the room opens up. Drop into Morph Ball mode and roll in.



Roll down the tunnel until you find a small circular platform. Hop into the platform and drop a Normal Bomb to propel yourself up the tunnel and back into the lower level of the Experiment Floor 1 section, where another Dragotix has taken residence. Stay away from the Dragotix and damage its orb-like belly from afar to put it down.



Once again, roll into the small tunnel in the cave behind the waterfall to reach the top level and Kick Climb up the shaft to the room high above the Experiment Floor. Rush past the Geemer and Waver-infested corridors until you reach the Navigation Booth and save your progress!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



The next room is infested with Wavers and Geemers. Inch forward, into the room and pop the enemies as you go. Reach the fallen vent shaft on the left, then roll into it in Morph Ball mode. Hop over the break in the vent (after removing the debris with a Normal Bomb), then reach the top level catwalk with the computer. Use the console to reactivate the holographic fields in the room. Suddenly the room transforms from a brick-walled structure into a lush, jungle environment!





Drop back down to the lower level and inspect the far wall. Although almost everything looks like a jungle scene, part of the holographic imaging is malfunctioning. In Morph Ball mode, hop up and place a Normal Bomb near the area where the wall is malfunctioning. The explosions creates a small hole you can roll into.

Roll into the hole and you'll drop several feet into an underground cavern. Clear a path out of the cavern, past vine coverings, Reos, and Grippers, until you reach a sealed hatch. Defeat the Griptian guarding it quickly with a missile and a Lethal Strike, then pass through the hatch when it unlocks.

Biological Experiment Floor



The Biological Experiment Floor is a tall chamber with a large plant at the center. It, too, has a spiraling walkway leading up the column-like stem of the plant. Begin climbing the plant, via the spiral walkway, and stop only to destroy the whipvines along the stem. If you get too close, the whipvines will lash out at you and knock you all the way back down.

tip

The quickest way to destroy whipvines is with a Normal Missile as they open up and try to lash you.

Missile Tank!

About halfway up the tall plant in the Biological Experiment Floor, you can see a Missile Tank on a ledge below you. It's not attached to the rest of the spiral walkway, but instead it is on a ledge of its own. Drop down from your ledge to grab it.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Boss Battle: King Kihunter





Climb all the way to the top of the plant, where there is a large hole at the center of the plant. Jump into it and drop all the way down the stem into a deep pit. Upon landing, use Search View to examine the hornet larva wriggling on the ground nearby. As you walk around the little cavern, a loud, piercing screech breaks the silence from a distance.

Without warning, the cavern fills with Kihunters! Dodge the swarm of Kihunters with SenseMove and move to the cavern's opposite end. It's a small circular area, so you won't be able to get far, but your pursuers won't be able to cut across the center of the circle, so by moving around the circle, you can dictate where the Kihunters move. Lead them around the room to force them to spread out a bit and power up your Charge Beam. The Diffusion Beam enhancement will cut through the batch of Kihunters with ease!

If any remain, clip their wings with Beam shots to bring them down. Once a Kihunter is grounded, rush up to it and use a Lethal Strike to pick it up, swing it around, and hit other buzzing beasts. Not only will you turn an enemy into a weapon, but you'll also destroy several foes with one move.



tip

You can also pounce onto a Kihunter and rip off its wings with your hands to ground it. But be careful, grounded beasts like to jump and attack when you least expect it!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



After destroying the swarm of Kihunters, the whipvines hanging from the ceiling open up and begin firing sparking projectiles. Dash to safety and then quickly switch to Search View to lock on to the hanging pods. Pop them with several missiles to destroy them before more Kihunters arrive.



Rupture all the whipvines in the room to force the large hanging sac in the center of the room to shake loose and fall. When it does, it reveals a small, but deadly, swarm of Kihunters that shoot poisonous projectiles. They're massed around the hive's vulnerable King. Use your Charge Beam to destroy the swarming creatures, then quickly rush the King Kihunter and shower him with missiles. If the King manages to replenish his troop of protectors, repeat the process one more time to finish him off.

tip

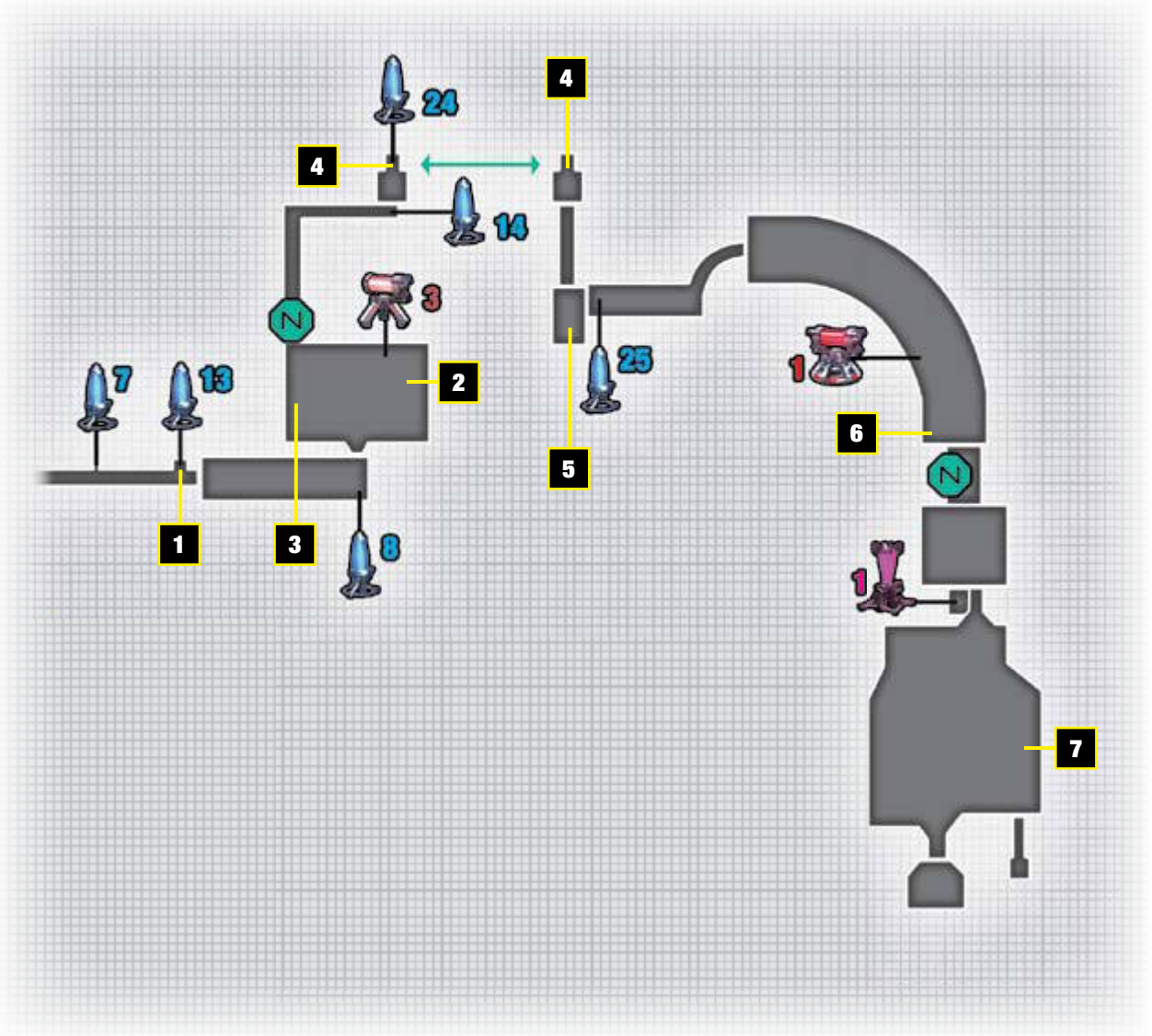
As you eliminate the swarm of protectors, stay close to the far right edge of the area. From there, the broken cocoon can shield you from several of the Kihunters' projectiles.



When the room finally quiets, you can see the same little white creature feasting. It's not as cute this time, as it gnashes its teeth. Just then, Adam updates your mission objective. He wants you to head to the Biosphere Test Area in Sector 1.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

REVELATIONS





Pass through the exit into a short corridor and follow it to an intersection with another passageway. Several Zeros are crawling about. Squish them quickly or wait for them to mature into full-grown Kihunters and pluck their wings.

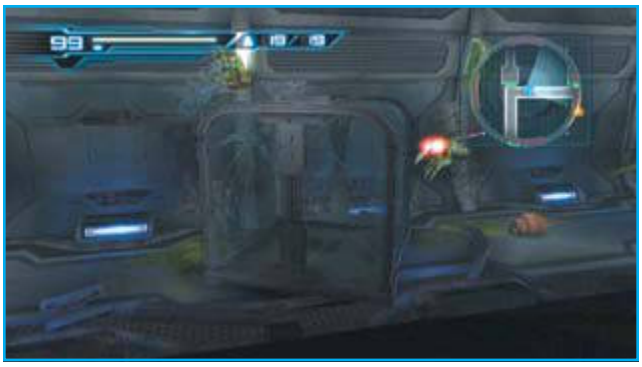


Energy Part!



As soon as you enter this corridor, you can see the Energy Part in a small window in the corner. To reach it, walk up the corridor to the right and roll into the vent along the left wall. Drop a few Normal Bombs to boost you up the vent, then roll over to the Energy Part to pick it up.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



After destroying the Zeros and Kihunters, stomp out the Side Hopper and make a left into the Navigation Booth. Save your progress, then pass through the second door once it unlocks. Tear through the Reos in the next hall and follow it as it turns right. Leap over the debris, and go through the door at the hall's end.

The hall in the next room is a long water-filled tank. Drop into the Skultera-filled water and fight your way past the Skulteras and Frondanas in the water.

Missile Tank!

Halfway across the tank of water is a small vent on the left side. Inside that vent is a Missile Tank. Hoist yourself up to it and grab it.

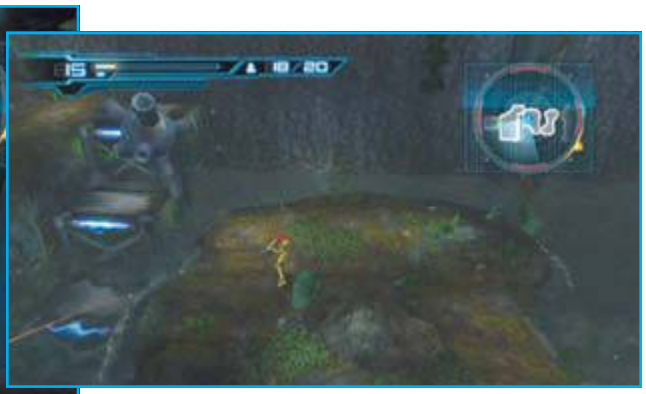


caution

Watch out for the Skulteras: They're feisty and capable of darting in from a great distance to take a big chomp out of you. If they get a hold of you, they'll thrash you until they've had their fill.







Turn left near the end of the tank just before you reach the grate at the end. Locate the glowing plate in the small niche and shoot it with your Charge Beam to activate a sliding platform overhead. As the platform slides left across the long hall, begin backtracking to the left side of the room. Destroy the Frondanas on the ceiling as you go before you reach the now-active platform. Hop onto the platform and ride back across the hall, this time over the water, to the hatch on the far end.

Enter the next large room and drop down the steps into the watery area below. Sink the pesky Skulteras in the water, then locate the glowing plate along the far wall. Shoot it with your Charge Beam to activate the vents along the wall. With the area active, the water in the room rises, lifting the platforms overhead. Backtrack out of the water and hop across the platforms, killing Bulls as you go.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M



Halfway across the room, the platforms disappear. Leap into the water, to find a raised area just underneath the water's surface, then drop down on the other side of that platform. Fight your way past more Skulteras and stand underneath the platform at the center of the room. Shoot the circular plate overhead with your Charge Beam to activate the vents in this side of the room and cause the platforms to fall.

Missile Tank!

In the near-right corner of this water-filled room is a small tunnel containing a Missile Tank. Drop into Morph Ball mode and roll in to get it.

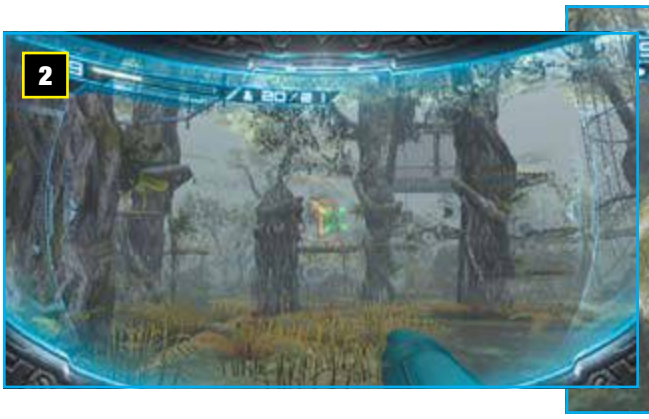




Return to the raised platform, then hop right, back across the floating platforms. When you reach the final platform, look up and find a third circular plate on the concrete wall near the end of the room. Shoot it with a Charge Beam to make the water begin to rise and fall, raising and lowering the floating platforms. Wait on this platform until it drops. When it begins to rise again, leap out toward the dirt area behind that concrete wall and Kick Climb up to the end of the room. Turn left at the end and enter the next room, the Experiment Floor 2 chamber.



Experiment Floor 2





The Experiment Floor 2 chamber is a large, square room with dozens of trees scattered throughout. The trees, lined with ledges and hanging cages are connected by long, winding shafts that you can roll through. Locate the computer console on the tree near the far-right edge of the room. Follow the winding shaft away from the console all the way back to its origin point atop the tree in the far-left edge of the room.

Climb the ledges up that tree and hoist yourself up to the shaft. In Morph Ball mode, roll into the shaft and follow it all the way around the room, until you reach the computer console.

Caution

There are several Geemers in the shaft, so don't speed through it or you'll roll right into them.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

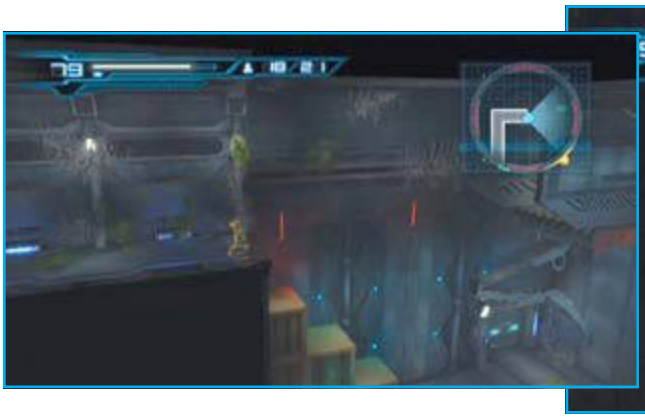
Boss Battle: Groganch



Activate the computer console to remove the holographic images masking the room. When you do, the large tree at the center of the room comes to life! It's a Groganch! Stay on your platform and target the mammoth monster's massive orb that hang from its belly. Pepper it with missiles and dodge its poison pod attack. When the Groganch flips over, the orb will be on its back. Get to higher ground and continue attacking the orb until the tree monster comes tumbling down.

tip

The Groganch may be massive and very scary, but it's very slow too. As long as you keep a safe distance, you'll have no problem defeating this enemy. By the time it lumbers toward you, you'll have blasted it with plenty of missiles. Stay on the move!





After chopping down the tree monster, the tall shaft at the far-left corner of the room opens up. Kick Climb up to the next level and enter the Navigation Booth to save your progress. Pass through the Nav Booth into the next corridor and begin creeping across slowly. Watch for the cocoons and Zeros to transform into Kihunters and take them out quickly.

At the end of this corridor is a large chamber with several stacked crates at the bottom, hop down and battle past the Kihunters. Enter the small elevator shaft at the far end of the room and climb all the way up, using the black and yellow hand supports to climb.

note

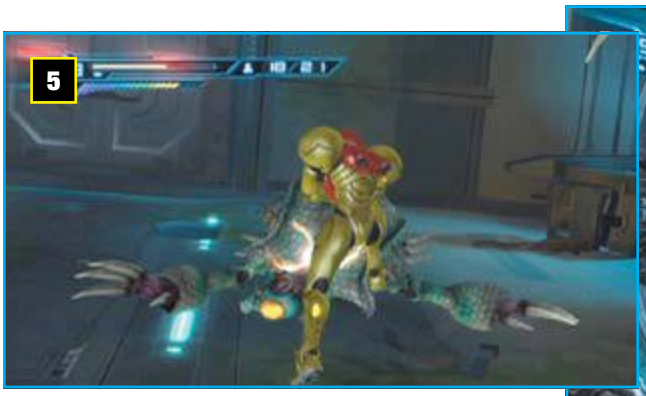
As you enter this chamber, you can see a Missile Tank directly across from you, inside a small chamber hanging overhead. You'll need a special ability to reach it so don't concern yourself with it now.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M



Fire your Charge Beam at the plate at the top of the shaft to activate the Morph Ball launcher at the base of the shaft. Drop down and enter into Morph Ball mode, then drop into the launcher and drop a Normal Bomb. The bomb propels you out of the launcher, up the shaft, and all the way up into the top part of the room.



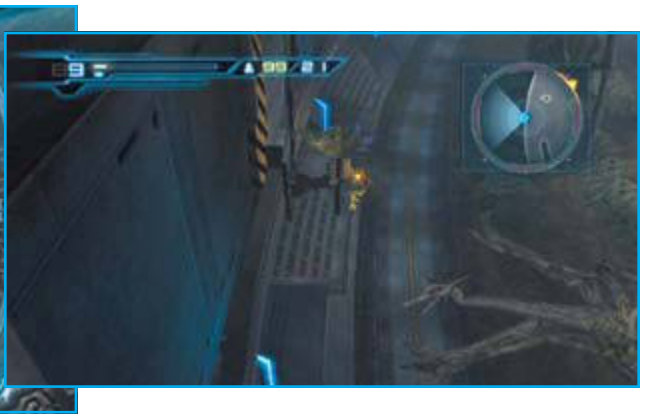


Traipse down the halls until you reach a chamber with several control consoles lining the sides of the room. As you enter, the doors lock behind you and three Griptians roll in to attack! SenseMove out of their way and begin moving evasively around the room. Power up your Charge Beam and wait for one of the Griptians to roll into a wall, then unleash on it. Focus your fire on the first beast and take it down quickly. Finish it off with a Leathal Strike, then repeat the process with each of the other two creatures.

With the Griptians out of the way, the doors in the room unlock. Exit via the door on the right and follow it out into a small arching passageway guarded by Frondanas. Crush the creepy pods with a few well placed missiles, then exit the hall into Experiment Floor 3.

Experiment Floor 3





Explore the next room as it bends slightly to the right. At the far end is a Groganch, slumbering away. When you get near, the creature wakes up and begins stomping about. Take it out just as you did the previous monster. The hatch at the far end of the area doesn't unlock, but there is a long, winding grate running along the roof that you can traverse in Morph Ball mode.

Grab ahold of the platform on the left wall of the area and ride it all the way back to the near end of the room. Activate Search View mode to dispose of the Reos in your way before they knock you off and jump onto the platform behind you when it stops. Roll into the attached shaft in Morph Ball mode and follow it around toward the far right corner of the room.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Energy Tank!

As you travel through the long, winding shaft above the ground, the shaft splits into two. The second time you come across a split path, drop into the lower shaft and follow it to an Energy Tank!







Upon reaching the end of the shafts, stop to use the computer console on the platform to unlock the hatch below. Save your progress at the Navigation Booth. The next room has two series of stairs leading to the Biosphere Test Area.

note

There is also a circular hatch that you cannot access just yet. You'll need the Power Bomb to open it up.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Biosphere Test Area





The Biosphere Test Area is a large, wide-open area with a small tower near the center. Enter the tower—an Exam Center—and ride the elevator to the top. Save your progress again at the next Navigation Booth to unlock the next hatch and enter the T-shaped corridor.

Turn right at the corridor and use Search View to find a weak spot in the far wall. Shatter the weak spot with a missile, then drop into Morph Ball mode and roll through the now-exposed tunnel. Use the computer at the end of the tunnel to unlock the door at the right side of the T-shaped corridor.



Go through the open hatch and follow the walkways to their end. At the end of the walkway you find James Pierce and the rest of the Galactic Federation soldiers searching the area.



While the guys are searching for information, go explore the facility. Go through the hatch at the left corner of the room to find another Navigation Booth. Save your progress to open the next hatch and enter the series of hallways. Follow the halls past the vending machines to a large room lined with several small chambers.



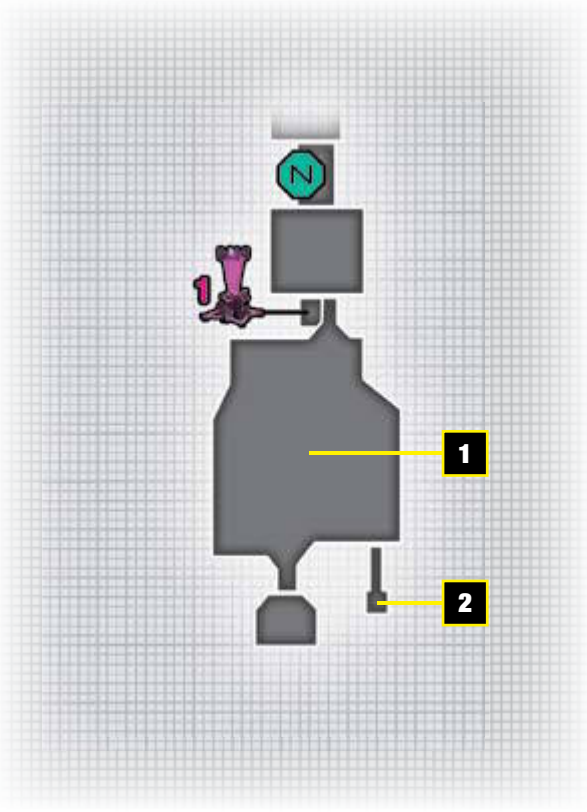


Examine the chambers lining the room. As you do, an armored creature resembling a Zebesian tumbles out and onto the floor. In Search View, scan the body and examine the small insignia on its chest. When you report your findings to Adam, the other Galactic Federation soldiers, now in the main observation deck, make a revelation of their own.

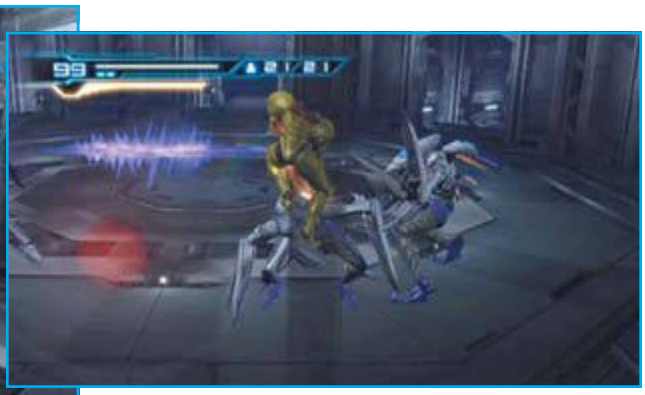
The facility is owned by the Galactic Federation! And to make matters worse, all of the creatures you've been fighting are genetically enhanced creatures from the neighboring planets that have been mutated to function as bioweapons! The facility is under the watchful eye of Dr. Madeline Bergman. While the Galactic Federation soldiers continue to try to hack the system for more info, you set out in search of the good doctor.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

IN SEARCH OF DR. BERGMAN







Follow the path through the Exam Center to a room similar to the one where you found the cybernetically enhanced Zebesian and explore all the hatches. They've all been left wide open. As you step near the center hatch, a big glop of goo drops from the area behind you. Turn around and look above you. High above the room are three enhanced Cyborg Zebesians!

Open fire as soon as the battle with the Zebesians begins. Use Overblast attacks to get the jump on them, and leap from enemy to enemy as you pounce on their heads and fire. The Zebesians attack with Arm Cannons of their own. Elude their offensives, using SenseMove to dodge their blasts, and use Overblast to destroy the creatures. More Zebesians appear as you eliminate the first batch of enemies.

tip

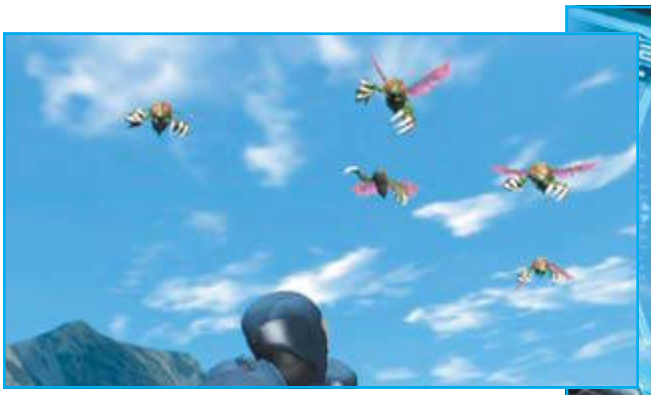
If an enemy retreats into one of the side hatches, follow it in. The side hatches lead to a long walkway that connects both sides of the room. If you let the Zebesians hide in the tunnel, they'll pick you off from a distance with their blasts.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M



Return to the observation deck, where you can see out of the main viewer window. Through the window you see a large purple beast attacking the Federation soldiers. You rush out just in time to join the battle, but the creature gets the drop on you and pins you to the ground!



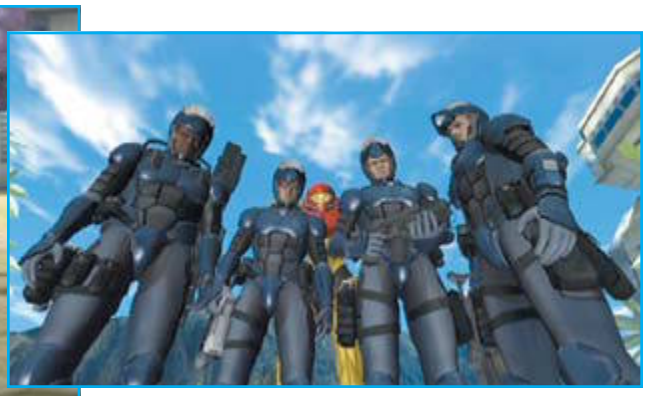


While you're pinned by the Mystery Creature, Reos and Griptians attack the rest of the soldiers!

The purple beast savagely tries to pierce you with its tail while it has you pinned. When it tries, lock on to its tail and blast it with a missile. After sustaining two missile blasts, the spike-tail attempts to trick you. It waves its tail on one side, only to switch to the opposite side before it strikes. Anticipate this deception and blast it with a missile when it switches sides.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.





Eventually the Mystery Creature takes a damaging hit from Higgs's plasma cannon! Before it can take anymore damage, the creature flees through one of the walls. The commotion fades and the scene begins to clear. One of the Galactic Federation soldiers is down. He looks as though he has been torn into a pile of rags! Turn around and examine the green pile of goo leading back toward one of the transport vehicles.

When you reach the vehicle, you find the small white fuzzy creature, now dead, laying by the side of the car. It too has been torn apart ... from the inside. When Adam hears about what just occurred, he tracks the spike-tail to Sector 3—your new destination.



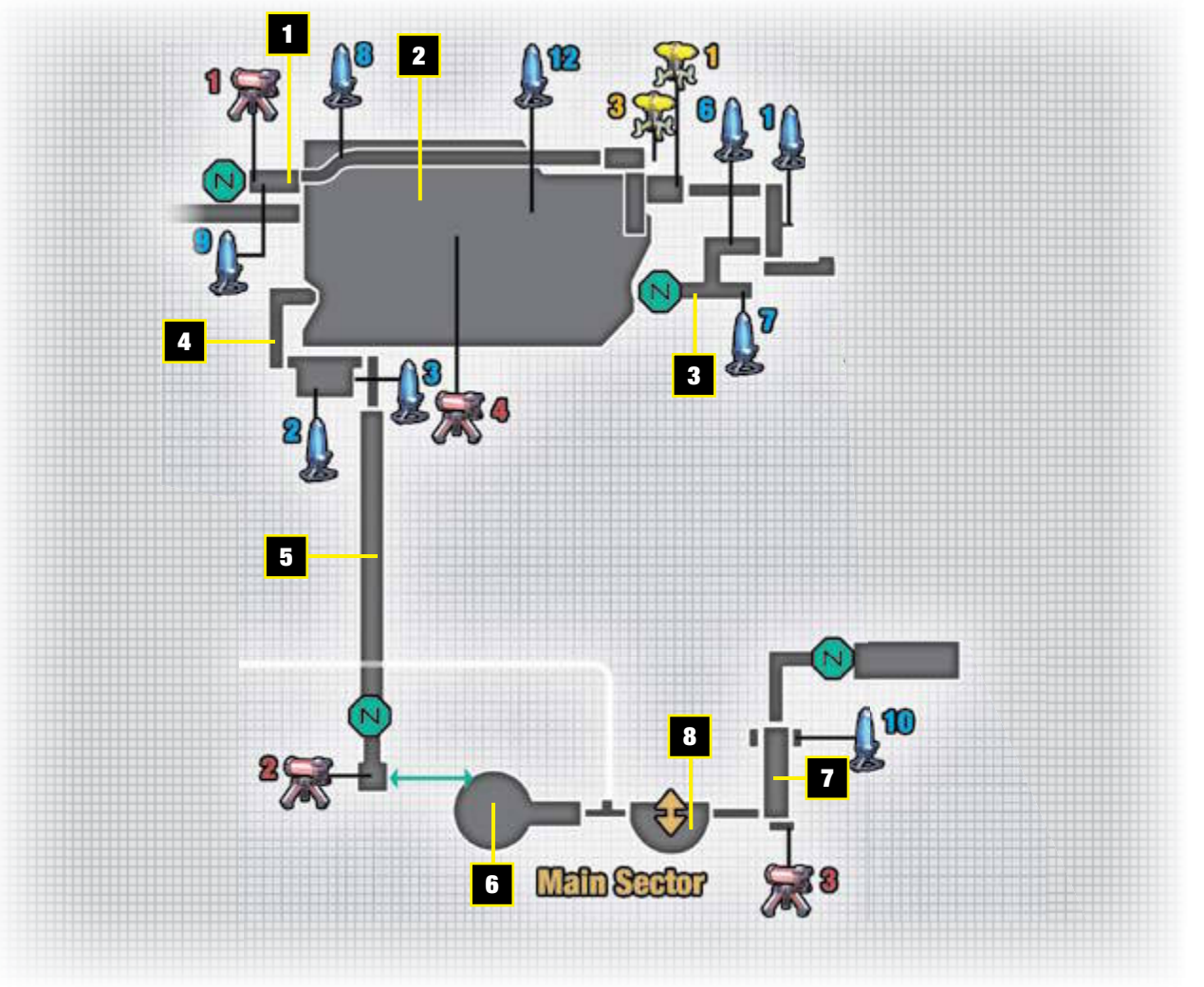


Follow the Mystery Creature. Go through the hatch under the giant hole the Mystery Creature created. At the end of the short walkway is a long elevator shaft. Drop down the shaft and continue following the trail of green goo. As you do, the tower is blown up behind you. You, on the other hand, are well on your way to Sector 3.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

ON THE HUNT

Sector 3 Pyrosphere







Rush out of the hallway and into the Sector 3 Pyrosphere. Pass through the glass section of the corridor overlooking the lava pits below, and swat the space bats as they attack. Burst the Heat Bulls in your way. Unlike regular spore creatures, Heat Bulls shoot flames and explode!

Farther down the corridor, you encounter Sovas. Blow them away and continue rushing down the corridor. As you run, a giant lava monster leaps out from below and crashes through the corridor.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



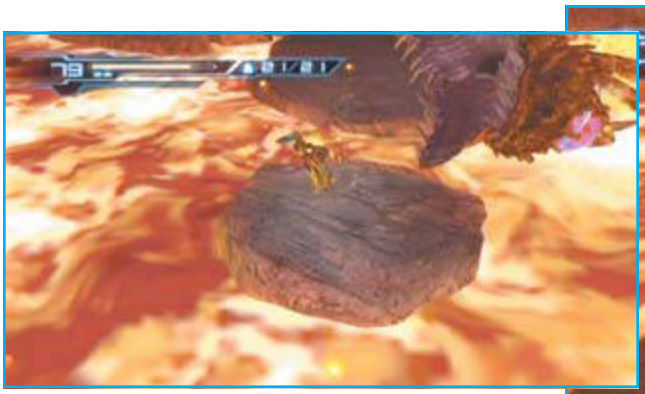
Keep running and rush into the next room. Dispatch the Heat Bulls hanging about before they get too close and self-detonate all over you! The room is split into two levels, with a hatch at the midway point and another one at the bottom level. The bottom hatch is locked; the middle one is not.

Energy Part!

Inside this room there is an Energy Part pick-up. It is high above the hatch leading into the Navigation Booth. To grab it, jump into the little niche on the left wall where the fireflies are buzzing around, then roll into the tunnel on the left in Morph Ball mode. Follow the tunnel to the Energy Part.









The center hatch leads to a Navigation Booth. Drop in and save your progress. When you're done, back out to the multilevel room and go down the stairs to the hatch that has now been unlocked. Upon entering the large lava-filled room, your health immediately begins to deplete. To make matters worse, the lava creature from earlier—a lava fish—is desperately trying to eat you as you traverse the room.

Use SenseMove to dodge the giant lava fish's attacks, but stay on the move: The longer you stay in the room, the more damage you will take. Dash from stone to stone, leaping over obstacles, and climbing up ridges until you reach the next room.

caution

If you get smacked, you'll get knocked into the lava where you'll take major damage! Climb out as fast as you can!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M





As soon as you exit the lava room, you enter a room full of Zebesians! Jump from foe to foe, hitting them with Overblast attacks until the first two are destroyed. When they're gone, the flaming fly pod in the corner of the room explodes, setting several Mellas free! Concentrate on the Zebesians still in the room, then turn your attention to the Mellas.

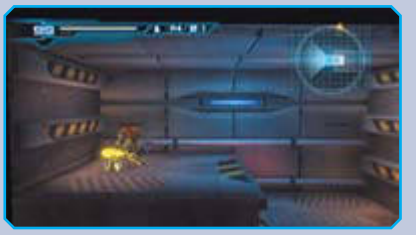
Halfway through the battle, Adam authorizes the use of the Ice Beam enhancement for your Arm Cannon. Let the Ice Beam loose and freeze the pesky flies in the room. After swatting the sizzling flies, turn to the fly pod and extinguish the flames around it with your Charge Beam. Once the fire is out, pop it with a few missiles.



Accel Charge!

With the room clear, use a missile to blow the large circular hatch on the floor to expose a Morph Ball launcher. Drop into the Morph Ball launcher and use it to reach a loft above the room you're in. The Accel Charge is inside the small loft.









Carefully cross the next long corridor. The right wall has several fire jets periodically firing. Wait for them to stop, then rush past them while they're quiet. Once they begin to smoke, stop—that means they're about to fire.

Enter the next hall and follow it right. This time, the passageway is lined on both sides by fire-spewing vents and it's guarded by a Dessgeega! Charge your beam and freeze the Dessgeega in place. While it struggles to shake loose, hop on top of it and Overblast it to pieces! Repeat the process with the next three Dessgeegas to clear the room.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Missile Tank!

After clearing this room, take a minute to examine the flame vents on the left side of the room in Search View. One of them will allow you to lock on to it. Blow it open with a missile, then jump into it in Morph Ball mode to find a Missile Tank!







Pass through the hatch on the right and Kick Climb up the tall shaft, blasting Mellas as you go. When you reach the top level, follow the winding hallway to another elevator shaft, this one leading down. Slide down the left side of the shaft until you can see the small plate on opposite wall. Hit it with your Charge Beam to open the hatch below it just a bit. Leap across the shaft to open hatch and hoist yourself into the next passageway. Run into the next room to save your progress at a Navigation Booth.

note

If you drop all the way down to the bottom of the shaft, you'll find a long lava-filled hallway. You can't traverse it just yet, so leave it for now.

The other hatch opens after your save your progress. Go through to reenter the Pyrosphere. This time, there are several Magdollites in your way. These enemies are extremely tough and nearly impossible to defeat in your current state, so don't bother trying to defeat them. Instead, rush past them as you move across the Pyrosphere.



caution

The Magdollites' attacks are extremely dangerous. Their hand slams alone can deplete nearly an entire Energy Tank. Of course, it doesn't help that you lose energy for simply being in the Pyrosphere.

Energy Part!

Halfway across the series of lava rocks is a tall ridge. Search the base of the ridge for a hole to roll into in Morph Ball mode. Drop a bomb near the gate, then roll over to the Energy Part!





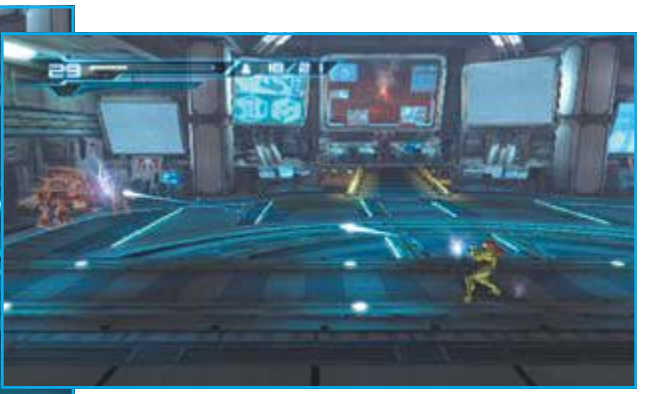
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Once you are across the Pyrosphere, enter the next hallway and destroy the flaming fly pod in the hall. Pass through the hall until you reach the Floor Observation Room.

Floor Observation Room





Immediately upon entering the Floor Observation Room, a shelled creature attacks from the far end of the room. The Asborean begins speeding around the room, spitting out smaller Asboreans that explode near you. Power up your Charge Beam and dodge the smaller Asborean Spawn before they can inflict damage.

When the larger Asborean stands up, hit it with your Charge Beam to stagger it, then follow that up with Beam blasts. When it sustains too much damage, the Asborean's shell crumbles, exposing the wormlike beast inside. Squish it quickly with a few more blasts before it coils itself around you and explodes.

Missile Tank!

A Missile Tank is hidden underneath the stairs at the far end of this room. Drop into Morph Ball mode to roll under the stairs and grab it.

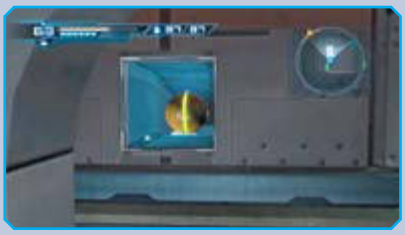


Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

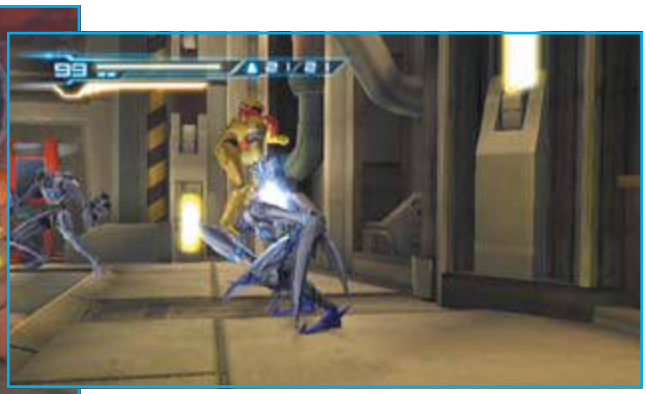
Missile Tank!

After exiting the Floor Observation Room through the left hatch, walk up the corridor and locate a vent along the right wall. Hoist yourself into it, then follow the vent to a Missile Tank pick-up. The vent exits back in the Floor Observation Room.









Sprint up the long walkway as the volcano in the distance spits out Mellas. Watch the glowing spots on the ground to indicate where the Mellas will land and move out of the way, lest they land on you and cause damage. Rush across the walkway and stop in the Navigation Booth across the way to save your progress.

The next room has a computer console along the far wall. As you approach it, several Zebesians attack! Use Overblast attacks to put them out of commission, then use the computer to drain the lava from below the room. The computer also unlocks the two small hatches on both sides of the room.

Energy Part!

In Morph Ball mode, roll into the open vent on the room's right side and follow it around to an Energy Part!





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Crater Interior



Drop into Morph Ball mode, then roll into the vent on the left side of the room. It leads you to a large drop that ends inside the Crater Interior. Edge to the right and the lava in the crater begins to rise. Carefully fight your way along the edge of the crater to avoid getting caught by the rising lava.



As you travel around the edge, a mysterious creature swipes at you from the center of the crater. The first time it attacks is shortly after the second step in your ascent, and then again just before you reach the first lava cascade. After dodging all four of the creature's attacks, roll into the small niche and climb out onto the top of the crater.

caution

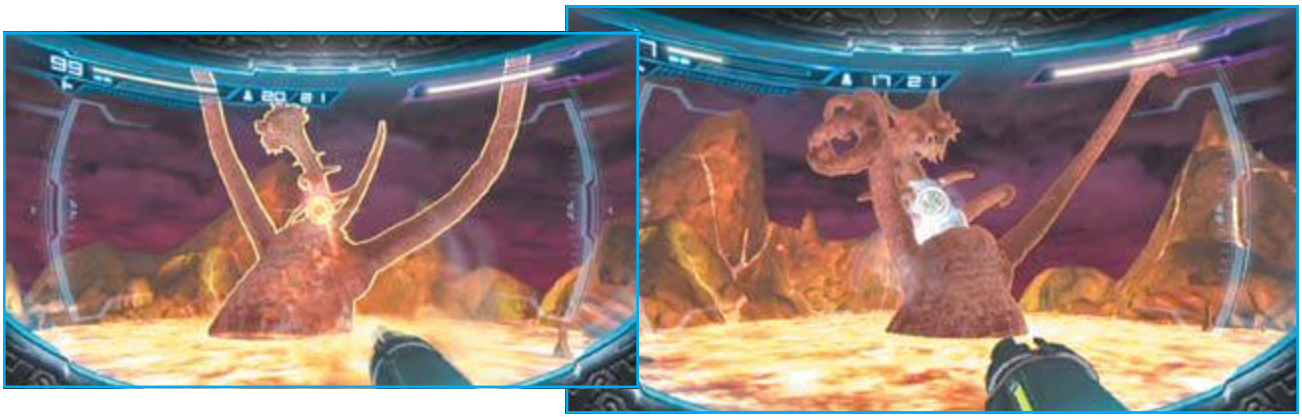
Although your instinct is to run as quickly as possible, resist! You'll risk running straight into the long, tree-like stumps of a nearby lava monster as it attacks you. A few hits from the beast and you'll fall behind, allowing the lava to swallow you!

note

As soon as you reach the top of the crater, Adam allows you the use of the Varia Suit upgrade. This cuts damage from heat and reduces enemy attacks!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Boss Battle: Goyagma



When you reach the top, the creature that attacked you earlier rises out of the lava. It's a Goyagma! It quickly begins to flail its arms at you, swiping the area from side to side. Leap over its sweeping attacks, then elude the lava puffs it fires at you by jumping out of the way. Concentrate your Charge Beam blasts on the creature's neck, and stay on the move.

After you hit it several times with your Charge Beam, the Goyagma's neck is frozen! Hit the frozen area with a missile, then resume your Charge Beam attacks.



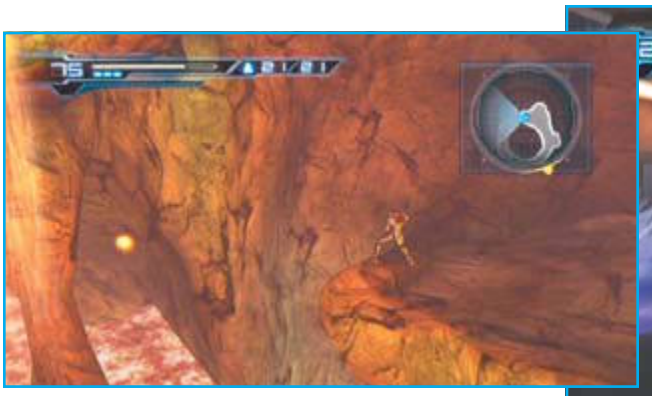
Freeze its neck a second time and blast it with a missile. The Goyagma dips into the magma and splashes the area with a series of lava spheres. Dodge the spheres. The fiery fiend will begin to slam its hands onto the bedrock, creating lava geysers. SenseMove out of the way of its slam attacks and dodge the resulting geysers.

Eventually, the Goyagma will tire itself out, leaving its hand resting on the bedrock. Seize the opportunity and shoot the hand with your Charge Beam to freeze it in place. While the hand is frozen, the creature can't move! Run up the monster's frozen hand and Overblast its head! Repeat this two more times to finish off the Goyagma.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M





With the beast gone, the lava drains out of the crater. Drop down, defeating the Side Hoppers and other enemies in your way, until you reach the bottom of the crater. Follow the edge of the crater left this time, passing the ball launcher on the right, until you come upon a ledge. Drop down the ledge, sliding down the opposite wall.

Upon reaching the bottom, turn right and follow the wall into a small cavern with a hatch. Enter the hatch and fight your way past Mellas and Heat Bulls until you reach the long room with a group of Zebesians. Overblast them to pieces, then Kick Climb up the shaft at the far end of the room.

note

The top level of this room has two hatches that you cannot access yet. The first requires a Super Missile, the other a Power Bomb. If you want to see what you'll find, skip to the "Item Locations" chapter.





Sprint down the Dessgeega-infested hall and make a right at the far corner. Stop in the Navigation Booth to save your progress and unlock the next hatch.

The door leads to a large lava-filled room that you cannot traverse, so head back into the Navigation Booth. When you do, Adam contacts you with a new objective. Head to Sector 2 to resume your search for survivors. The hunt for the beast will have to wait for now.

Backtrack to the Main Elevator room in Sector 3 and take the elevator to the Main Sector. Once you're at the Main Sector, hop into the elevator to travel to Sector 2.

tip

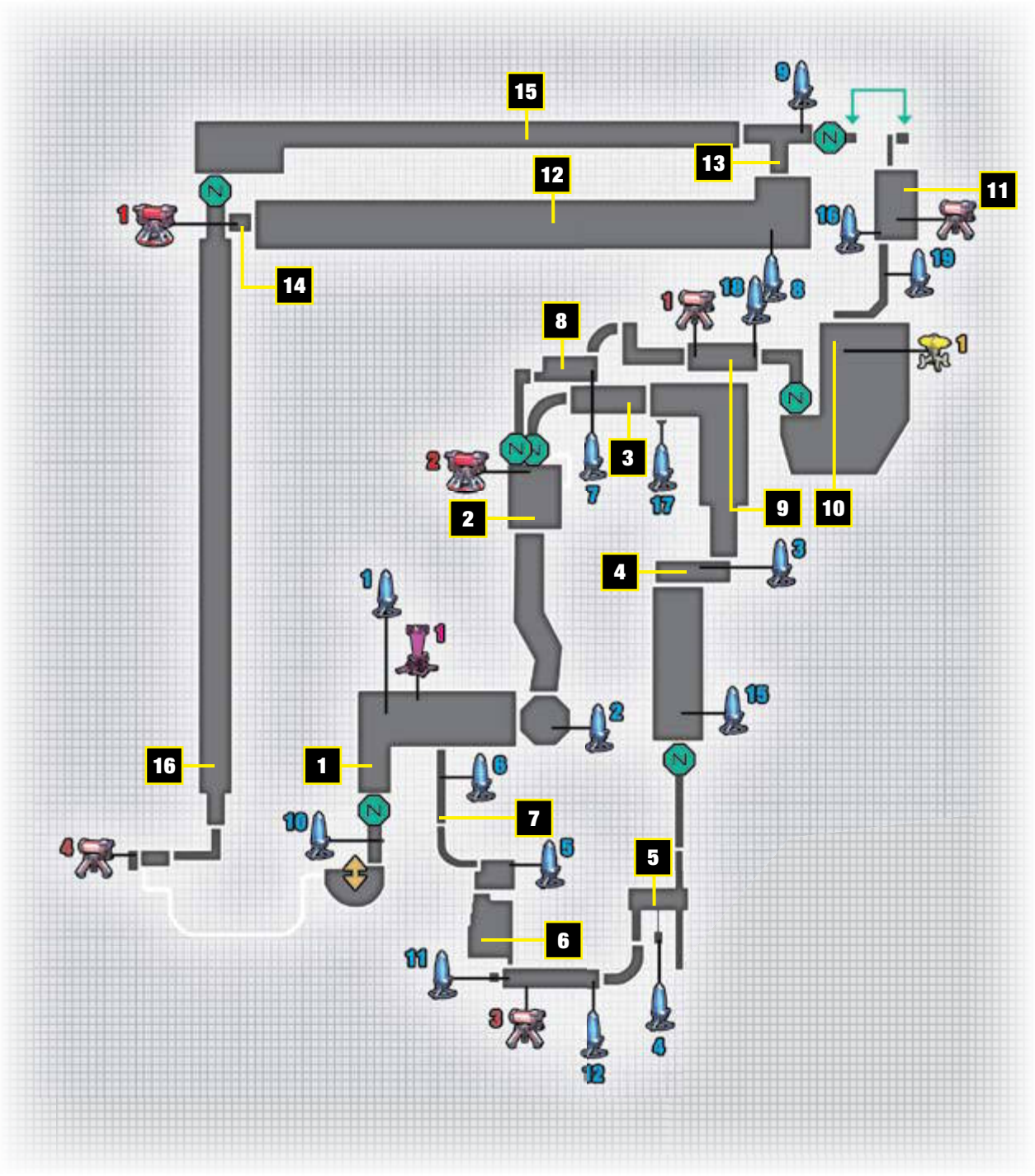
Since you've acquired the use of more of your abilities, now is a good time to stay in the Main Sector and grab some of the pick-ups that you couldn't pick up before. For a detailed list of all Main Sector items, their locations, and the abilities required to get them, skip ahead to the "Items Location" chapter.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

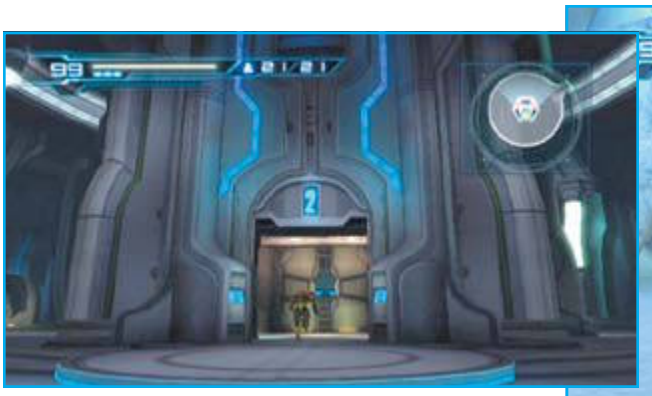
RESUMING THE SEARCH FOR SURVIVORS

Sector 2 Cryosphere



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

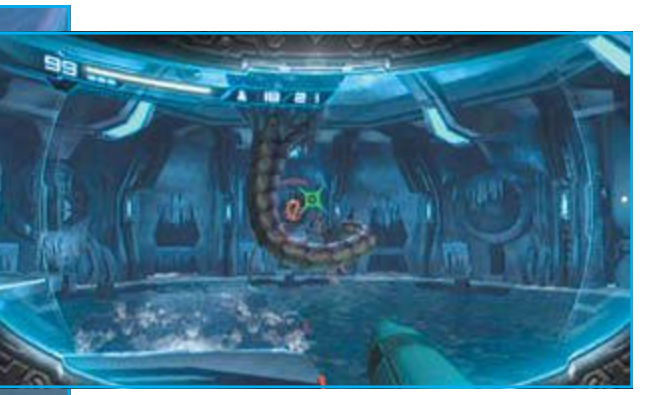




As you ascend into Sector 2, the computer announces an irregularity in the climate control system in Sector 2. The warning doesn't specify what is wrong with the climate, but immediately upon entering the first corridor, you see for yourself: The hall is frozen! Take the hall to the right of the elevator into a Navigation Booth.

After saving your progress, pass through the next hatch. It leads the Sector 2 Cryosphere, a snow-covered room crawling with Snomers and Himellas.





Crush the enemies with your Beam and follow the room to its end. Burst the Himella pod near the exit, then power up your Charge Beam. Three Volfons drop in from above! Freeze them in place with your Charge Beam, then finish them off with your Beam.

Missile Tank!

There is a Missile Tank underneath one of the fallen ice pillars at this location. Use Morph Ball mode to roll under the pillar and pick it up.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



The next room is a home to several icy enemies. At the center is a Fumbleye. It is invulnerable to ice attacks, so don't bother attacking it at the moment. As soon as your blasts near it, its shield will activate and deflect your Beams!





Instead, focus on destroying the Joulions in the room. A few shots of the Charge Beam do the trick. If they or the Fumbleye knock you into the water, use your Charge Beam to destroy the Skulteras.

With the Skulteras out of the way, use your Charge Beam on the circular plate along the far wall of the pool to raise the rest of the platforms. Climb out of the water using the red platform and quickly finish off the Joulions with your Charge Beam.



Missile Tank!

There is a Missile Tank on the far-right end of the pool. Grab it while you're underwater.



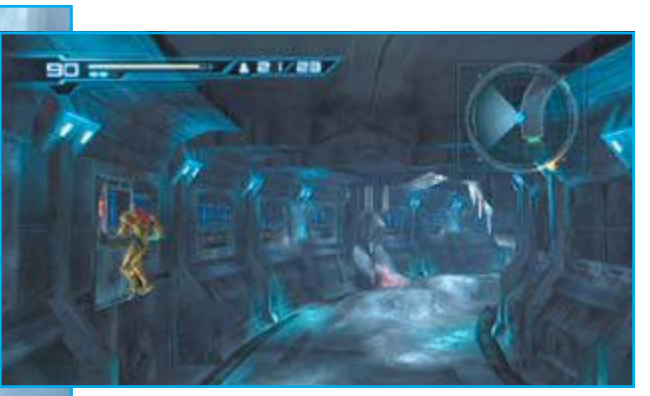


Follow the circular walkway to the hatch on the far wall and go through. Fight your way past swarms of Snomers and Joulions until you reach several large ice structures. Use your missiles to destroy them, then exit the long, narrow passageway.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M





Cross the bridge in the next room. As you do, it gives way and crumbles at your feet, sending you plummeting down to the lower level of the room. A Gigafraug guards the lower level, so stay nimble and dodge its ramming attacks when it approaches. Let it run into the wall and hit it with missile while it staggers. If it tries to stomp on you, SenseMove out of the way and counterattack! Eventually the beast falls to the floor, allowing you to finish it with a Lethal Strike.

With the room clear, use missiles to destroy the ice pillars and expose the hatch on the far wall. Go through the hatch and save your progress at the Navigation Booth to unlock the next door. The end of the corridor is blocked by a cave-in that can be removed only by a Super Missile, so back up and climb into the vent on the left side of the corridor wall.

tip

There's an Energy Tank inside this room, just between the lower-level hatch and the upper-level hatch. You need a different ability to get it, so ignore it for now.

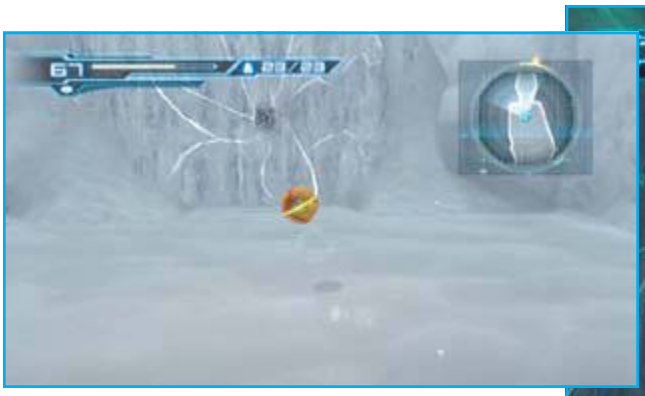


Roll right along the vent and stop at the exit holes. Wait for the holes to stop spewing ice. If you roll into one while it's firing, it'll blow you out of the tunnel. Roll past the dormant vents and bypass the snow-covered hatch. In the next room you're ambushed by a Kyratian! The Kyratian attacks by leaping around and firing dangerous energy blasts at you. Dodge its attack and use Overblast to knock it down, then finish it off with a Lethal Strike.

tip

The Kyratian doesn't only hop around, it also slide-tackles you when you're near. Use SenseMove as much as possible to avoid its attacks.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.





Dash through the next room, stopping only to eliminate the Volfons and the Gigafraug, then blast the far wall with a Normal Missile to crack it. Now run to the wall and jump to get ahold of the small puncture you made. Upon climbing into the small puncture, Samus will automatically transform into Morph Ball mode. Drop one Normal Bomb to destroy the wall.

In the next room, roll into the small shaft-like area, then Kick Climb up the shaft to reach a higher level. Move right across the room to another section and drop down on the other side. Take out the Dessgeegas and pass through the hatch on the far-right corner.

Missile Tank!

A Missile Tank is in a small compartment high above this room. Walk to the broken vent in the far-right corner of the room, near the hatch, and grab onto the vent. Pull yourself into it and you'll enter into Morph Ball mode. Roll along the vent to its end then jump into the room above it. The Missile Tank is in the small room.









Enter the next chamber to find a Kyratian perched on a distant platform across a small water passage. As you enter, the monster blasts the ceiling above and sends several ice pillars crashing down into the water. Luckily, the fallen pillars create a path across the water. Move across the pillars and destroy the Kyratian. With the enemy out of the way, look to the ceiling and blast down the only remaining pillar to complete the path across the water.

Cross the room, eliminating one more Kyratian in your way, then save your progress at the next Navigation Booth. Exit through the newly opened hatch and speed down the next two hallways. At the end of the second one, you find a large frozen carcass. Examine it, then exit the room via the far right hallway.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

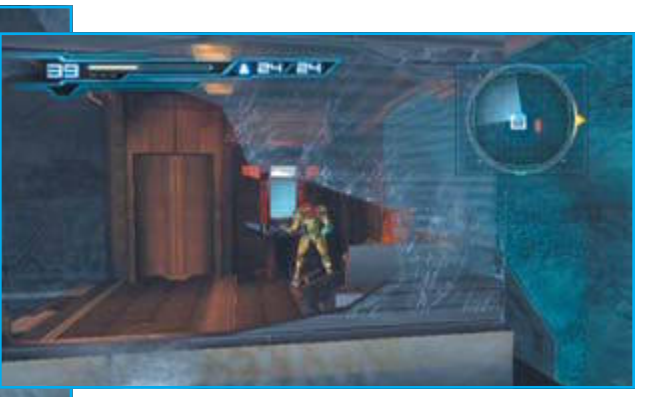
Missile Tank!

Freeze the middle fan in this room with your Charge Beam, then hoist yourself into the small shaft just beneath the fan blades. Roll into the shaft to find a box with a Missile Tank in it.









The next section of hallway is inhabited by several Himellas and an Gigafraug! Take out the Gigafraug first, then rush to the far end of the room where the Himellas are coming from. Freeze the fans at the far end with a Charge Beam blast, then use missiles to obliterate the Himella pod behind the left fan.

Blow off the ice chunks covering the power line along the left wall, then hop onto the platform on the near-left end of the room. Ride it across the room until you reach the small control room on the opposite side of the room, then hop into the room from the platform. Use the computer console in the room to unlock the hatch below.

Go through the hatch to the next large cavern. Drop to the bottom level and destroy all the Snomers in the room. Cross the room and hop up the stepped area on the other side. Follow the ridge back around left to a large pillar blocking your path and blast a hole in it with a Normal Missile. Drop into Morph Ball mode and place a Normal Bomb in the small hole you just created. The explosion tumbles the rest of the pillar, allowing you to cross left into the other side of the cavern. Follow the path around until it leads you to the Water Tank entrance.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Water Tank



Before dropping into the water, edge up to the water and use Search View mode to locate the Skulteras in the water. Pick them off with missiles to clean the tank of pesky Skulteras, then drop down. If you missed any toothy fish, finish them off before proceeding.

Locate the large circular hatch at the bottom of the pool and blow a small hole in it with a missile. To crack it open completely and drain the water, jump into the hole in Morph Ball mode and drop a bomb. The explosion drains the room and fills the previous room with water, but not before blowing you back into the previous room.



Climb out of the water and return to the Water Tank. This time, two Kyratians are waiting for you. Take them out quickly and hop up the ledges on the room's right side.

tip

If you find yourself in trouble, use the high ground on both sides of the room to your advantage. Climb up to get away from the Kyratians and use Concentration to replenish health and missiles, or pick off the enemies with missiles from higher ground.

Missile Tank!

There is a Missile Tank inside a small vent in the near-right corner of the Water Tank. Follow the right wall down until you see it, then pull yourself up into the shaft. Roll over to the Missile Tank to grab it.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M



Exit the Water Tank via the hatch in the far right corner and follow the long corridor to a large ice-wall. Since you don't have the tools to break through it, Adam authorizes the use of your Speed Booster and Shinespark abilities. Back up to get a running start, then run full-speed through the wall, up the incline, and past several more ice walls until you come to a dead end.

E-Recovery Tank!

Get a running start from the previous hall and crash through the ice walls using Speed Booster. After ascending the incline you'll crash through two final walls. Behind the second ice wall is a small alcove with the E-Recovery Tank.





Missile Tank!

After busting through the ice walls on the incline, you can grab the Missile Tank high above the ramp. Walk past the incline, across the snow-covered bridge, and into the alcove across the way. Get a running start and run toward the top of the incline, and as you are about to reach the descent, use Shinespark to leap straight ahead and onto a small platform high above the incline. Grab the Missile Tank, then drop back down.







Make a right at the snow-covered bridge and return to the room with the Fumbleye. Avoid it and dash around the platform, to the open hatch. Backtrack to the room where you encountered the Gigafraug before and use Shinespark to leap across the center gap to the platform on the other side.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Energy Tank!

After using Shinespark to reach the top ledge, find a small hole in the far-right edge. Drop down in Morph Ball mode to the ledge below and grab the Energy Tank. Return to the area below the hole and use the launcher to return to the top platform.

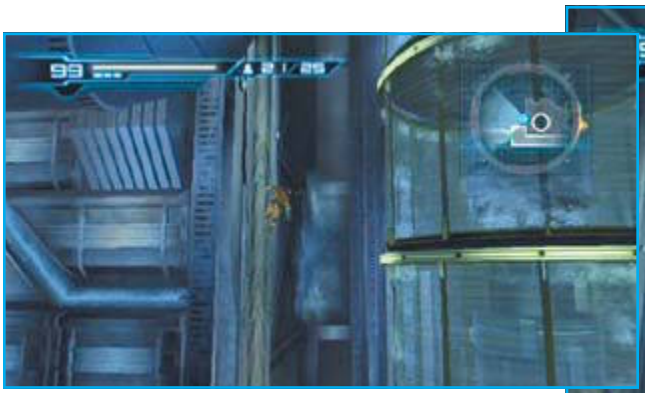


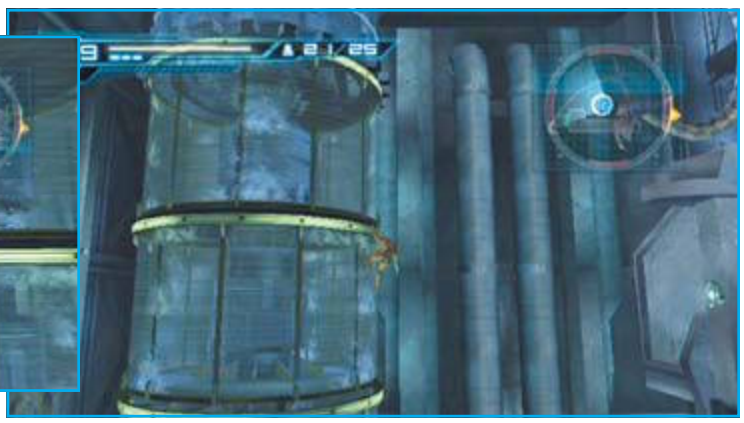




Save at the Navigation Booth, then make your way to the Sector Generator Room.

Sector Generator Room





The Sector Generator Room is a massive room with two large spinning towers. Take a minute to eliminate all the Snomers in Search View mode, then drop down to the bottom floor. Approach the wall to the left of the first spinning tower, then Kick Climb up using the wall and the tower. Go all the way up and grab a hold of the second yellow strip along the tower.



Ride the section of tower as it spins around toward the room's center. When it does, use Search View to locate the small circular plate and hit it with a blast of your Charge Beam. The blast forces a large platform at the center of the room to unfold.

Jump onto the platform, then sprint across it to avoid the Fumbleye's attacks. Jump out onto the second spinning tower and grab hold of the first yellow strip. Ride the spinning tower until it takes you to the outer edge of the room, then Kick Climb along the far right wall up to the next section of the spinning tower.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Missile Tank!

Once you've got hold of the highest yellow strip along the spinning tower here, ride it until you're facing the nearest wall (the screen). Jump out toward the near wall to land on a small platform, then follow the platform right until you find the Missile Tank.







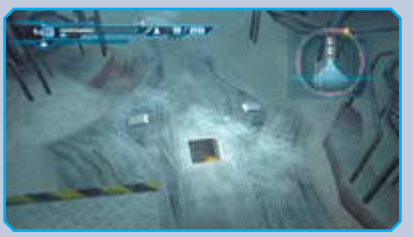
Ride the top section of the spinning tower back toward the center of the room and leap out onto the platform high above the room. Follow it to a hatch on the far-right corner of the room and resume your search for survivors. When you reach the hall full of ice pillars, use missiles to shatter them and clear a path.

Get a running start in the corridor where the ice pillars were, then use Shinespark to leap across the long gap in the next room. A Kyratian waits for you on the other side. Use your Charge Beam to stun it and finish it off with a Lethal Strike. When you defeat one Kyratian, a second one appears! Take it out just as you did the first.



Energy Part!

At the bottom of this room—the bottom of the gap—are three grates. Use a Normal Bomb to destroy the first grate and drop in. An Energy Part is inside a small niche beneath the grate. Kick Climb back out of the room using the narrow shaft in the near-left corner of this room.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



After destroying the Kyratian, follow the corridor to the next Navigation Booth. Save your progress and enter the next hatch to find the Experiment Floor.

Experiment Floor





Follow the edge of the Experiment Floor until you can spy a Groganch in the distance. Keep your distance from the massive monster and lock on to it from afar. Pepper the beast with missiles until it falls and climb up the snowy steps that it creates.

When you do, you find the frozen body of Maurice, a Galactic Federation soldier! Unlike the previous dead bodies you've found, this one wasn't mauled: It was shot! Just then, you get the feeling that you're being watched, turn around and use Search View on the window above and behind you.

Accel Charge!

Hidden in the snow is an Accel Charge power-up. Use a Normal Missile on the small snow mound to destroy it and grab the Accel Charge underneath.



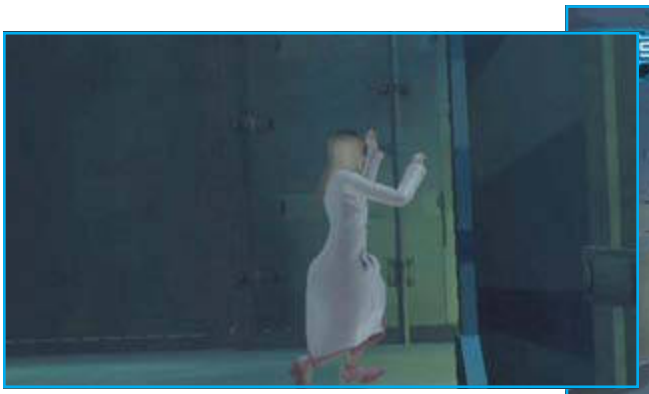


Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



When she sees that you've located her, the strange woman behind the window scampers away. Go through the hatch in the far-left corner of the area to give chase!

Materials Storehouse





Set out after the girl and dash down the long, winding hall. It leads to a large storage room area. Dash down the stairs and chase the footsteps that echo throughout the warehouse.

As you round each corner of crates and stacked boxes, you see that the mysterious girl continues to run deeper into the Materials Storehouse. Follow her all the way to the center of the Storehouse and confront her. Despite offering to help her, the girl contends that you're working with the Galactic Federation to silence everyone involved in the BOTTLE SHIP project. When you finally catch up to her, things get a little out of hand.



note

While you chase her down, you won't be able to run or shoot. You will walk the entire time, so don't worry about pick-ups in this area just yet.

The girl frantically tries to escape through a nearby hatch, but just as you approach her, the crates behind you come crashing down! A demolition machine barrels through the Materials Storehouse and tries to run her down.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Boss Battle: RB176 Ferrocrusher





The girl runs to safety, leaving you to face down the mechanical menace. As soon as the demolition machine begins to charge you, use SenseMove to leap out of the way. Move around to the rear of the clumsy clunker and blast it with Charge Beam. The blast will hit one of the two arms on the machine.

Stay out of the reach of its laser gun and continue to pepper it with Charge Beam shots from afar. Don't bother trying to hit it with missiles yet, instead focus on freezing the machine's arms. When it charges at you and spins its arms on the ground, jump out of the way and distance yourself from it again.



After sustaining too many Charge Beam blasts, the machine's arm freezes. Immediately use Search View mode to target the frozen arm and blast it off with a missile. Repeat this process to remove the second arm. When you do, the machine whips out the spiked rotors at its front.





SenseMove out of the way of the rotors and circle around the back of the destroyer. This time, use Charge Beam blasts to freeze the clunker's rear wheels. Stay behind the clunker as much as possible: The more you're behind it, the less chance it will run you down with the spiked rotors, and the better your chances of blasting the rear wheels.

Once you've frozen one of the wheels, the machine is stuck in place. As it tries to shake itself free, the rear hatch on the machine opens up and exposes the fuel cells. Seize the moment and blast the fuel cells with missiles. Repeat this until you've destroyed the fuel cells and put the machine out of commission. Or, when the machine is stuck, jump onto it and destroy it with a Leathal Strike!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

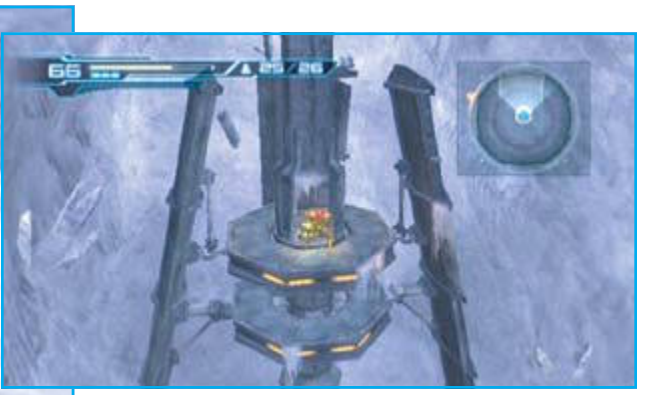


The driver of the machine speeds away before you can investigate and find out who it was. As you try to make sense of what just happened, Adam radios in and gives you new orders: Resume your search for the monster. It's driving the other creatures on the BOTTLE SHIP crazy and has become a threat.

note

There are two pick-ups in this room. Unfortunately, you're not equipped to get either at the moment, so do as Adam says and move along.





Kick Climb up the shaft in the right corner of the Materials Storeroom and take the elevator to the next area. Save at the Navigation Booth to unlock the next hatch, then make a left out of the Navigation Booth into a long, snowy area. Defeat the Volfons near the center of the area, then turn right to find a long, adjacent pathway.

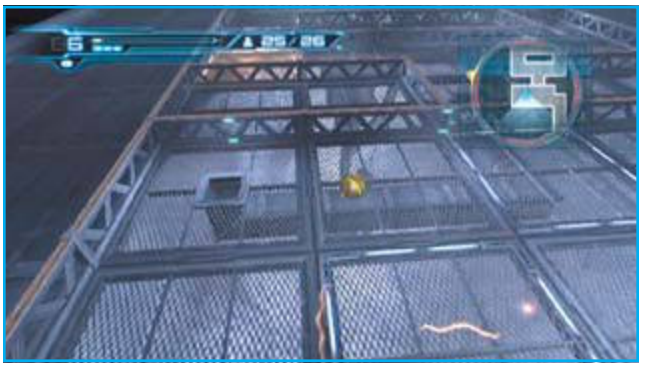
Get a running start up the adjacent pathway, then use Shinespark to jump straight up and onto the structure at the far end. There is a ball launcher in a small niche on this structure, drop into Morph Ball and launch yourself up into the structure's interior.

Missile Tank!





There is also a Missile Tank on the structure hanging high above where the two pathways intersect. To reach it, go all the way to the to the far end of the adjacent path, the run back down to the main path. Just as you reach the small blip on your radar, use Shinespark to launch yourself straight up onto the platform overhead. Roll around to the opposite side of the platform to find your Missile Tank.



The ball launcher leads you to the narrow vents of the structure, so you're incapable of getting out of Morph Ball mode. Follow the vents past the electrified panels, leaving bombs for the Snomers, and drop into the vent opening on the far left. Roll down the winding vent to another opening and then hop out. Make a left, past more electrified panels, to a vent opening around the corner. Take the vent to another similar structure with a ball launcher.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

caution

If you make a right and drop down the opening immediately on the right, you'll fall out of the structure and will have to climb all the way back up again.

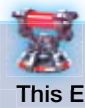
Also beware of the electrified panels! If you touch them while active, they'll shock you, cause damage, and bounce you into other hazards like Snomers or other dangerous panels!





Once again, drop into the ball launcher and blast yourself into another series of narrow pathways. Just as before, avoid the electrical panels while destroying the spiky beetles and make your way through the next series of vents. This time, they lead you to a small room with an Energy Tank!

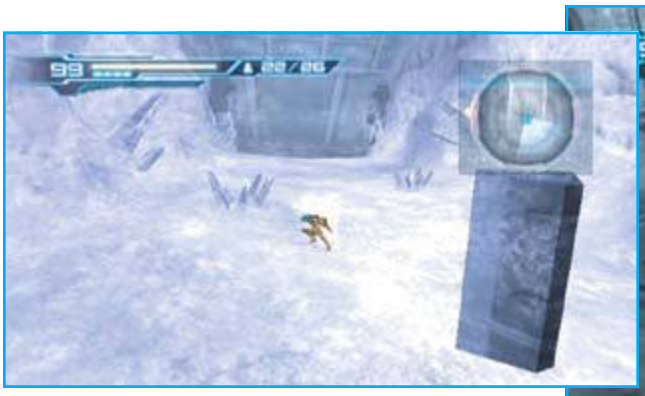
The windowed room overlooks an area with a similar room directly across from it. The opposite room, however, has a circular plate that you need to activate with a Charge Beam blast. Since your beam can't penetrate glass, grab the Energy Tank and exit via the rear hatch.



Energy Tank!

This Energy Tank is easy to locate. You'll be forced to pick it up during the course of a playthrough, so grab it while you're adventuring.







As soon as you exit the hatch, you slide down a long decline. Carefully maneuver past the obstacles until you reach the bottom. Backtrack to the room just outside of the last Navigation Booth.

When you reach the area, several glass walls rise up out of the ground and trap you! With no way to escape, several Zebesians rush the room and begin firing at you through the glass! Dodge their attacks and survive long enough for Adam to authorize the use of the Wave Beam!

note

Not only does the Wave Beam allow you to shoot through glass, it also increases the damage output of your Arm Cannon! Some enemies that once took a few charged shots will now go down with a quick blast!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M



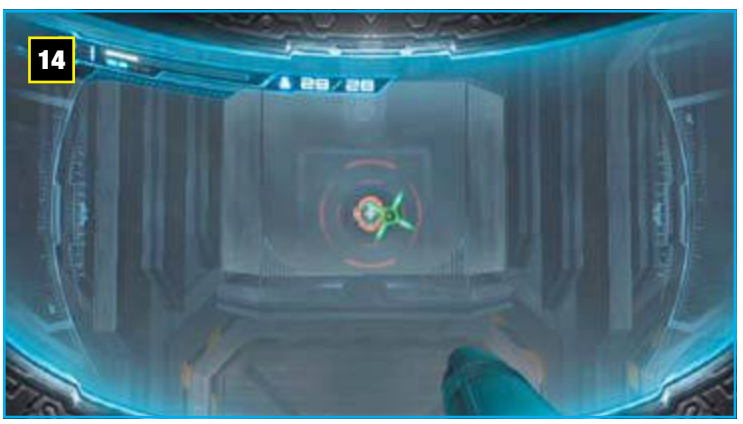
Put your new upgrade to use and blast the Zebesians on the other side of the glass until they're vaporized! Now that you have a weapon that can permeate glass, return to the previous room where you picked up the recent Energy Tank.

Missile Tank!

Before you head back to the room inside the tall structure, take a minute to examine the room you're in right now. Tucked away in the near-right corner of this room is a Missile Tank. Squeeze in between the crates and the right wall to find it.







Back in the small room inside the tall structure, use a Charge Beam blast—enhanced with the Wave Beam this time—to activate the circular plate on the wall of the room opposite you. The plate brings online an elevator that you can see below.





Exit the tall structure and slide down the long decline, this time as you're chased by an avalanche! Dodge the obstacles in your way, then return to the area where you fought the three Zebesians recently. This time pass through the hatch on the far left wall; It leads to a long room with a series on platforms on an incline.

Hit the Joulions with a few shots and they die instantly. Begin hopping up the platforms. When you reach a frozen one, thaw it with a missile. If you come across one that won't stay erect, hit it with a Charge Beam blast to freeze it in place.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



At the top of the incline, eliminate the two Kyratians in your way, then save your progress at the nearby Navigation Booth. Pass through the next hatch to enter the Materials Transfer Room.

Materials Transfer Room

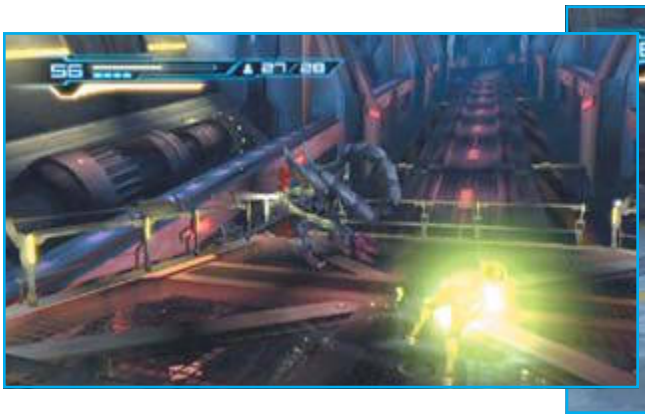
The Materials Transfer Room is a long, narrow room with a moving platform at the center. Once you're on the platform, activate it using the console on its corner. The platform begins to carry you upward to the top of the room. As you go, several Zebesians attack! Stay near the outer edge of the platform to keep from being surrounded and hit them with Charge Beam blasts to freeze them. Whittle away at each one, then finish them all off with Overblast or Lethal Strike attacks.



tip

Since you're fighting on a small platform, use SenseMove as much as possible to avoid enemy attacks. The more you dodge, the more you'll be able to counter-attack and lay the enemies to waste.

Boss Battle: Rhedogian





After fending off two waves of Zebesian scum, a huge Rhedogian swoops in and attacks! Use SenseMove to dodge its initial volley of missiles, then stay on the move once it lands on the platform. The beast is extremely quick as it strafes around the platform, so use SenseMove to dodge in a circular pattern around the creature. Keep your Charge Beam ready and unleash it only when the Rhedogian misses you for a second time in a row.

Keep a safe distance from the monster; if you get too close it'll snatch you up and slam you. Once you've frozen its tentacles, prepare to hit it with missiles. Wait for it to begin charging its laser beam, then use Search View to lock on to its mouth just before it blasts. Unload a missile on it and send it staggering back. Once it is grounded, rush it and hit it with a Lethal Strike. Your blow blasts off the monster's antennae and it flees in terror.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M



By the time you defeat the Rhedogian, you have reached the end of the ride on the platform. Pass through the next hatch and enter a small room with several tanks full of liquid. In Morph Ball mode, drop into the hole on the right tube and roll into a narrow area with several red plates. Use bombs to activate the plates and empty the tanks of liquid.

Once all of the tanks are empty, roll back out into the main room and stand to the right of the last empty tank. Turn around and face the way you came into this room and locate the circular plate at the far end of the room—it's across all four tanks, on the right side of the door you used to enter. Hit it with a Charge Beam blast to activate it and open a small hatch overhead.





Hoist yourself into the hatch and roll all the way down the narrow tunnel back to the Main Elevator room of Sector 2. Take the Main Elevator to the Main Sector, then hop into the elevator to Sector 3.

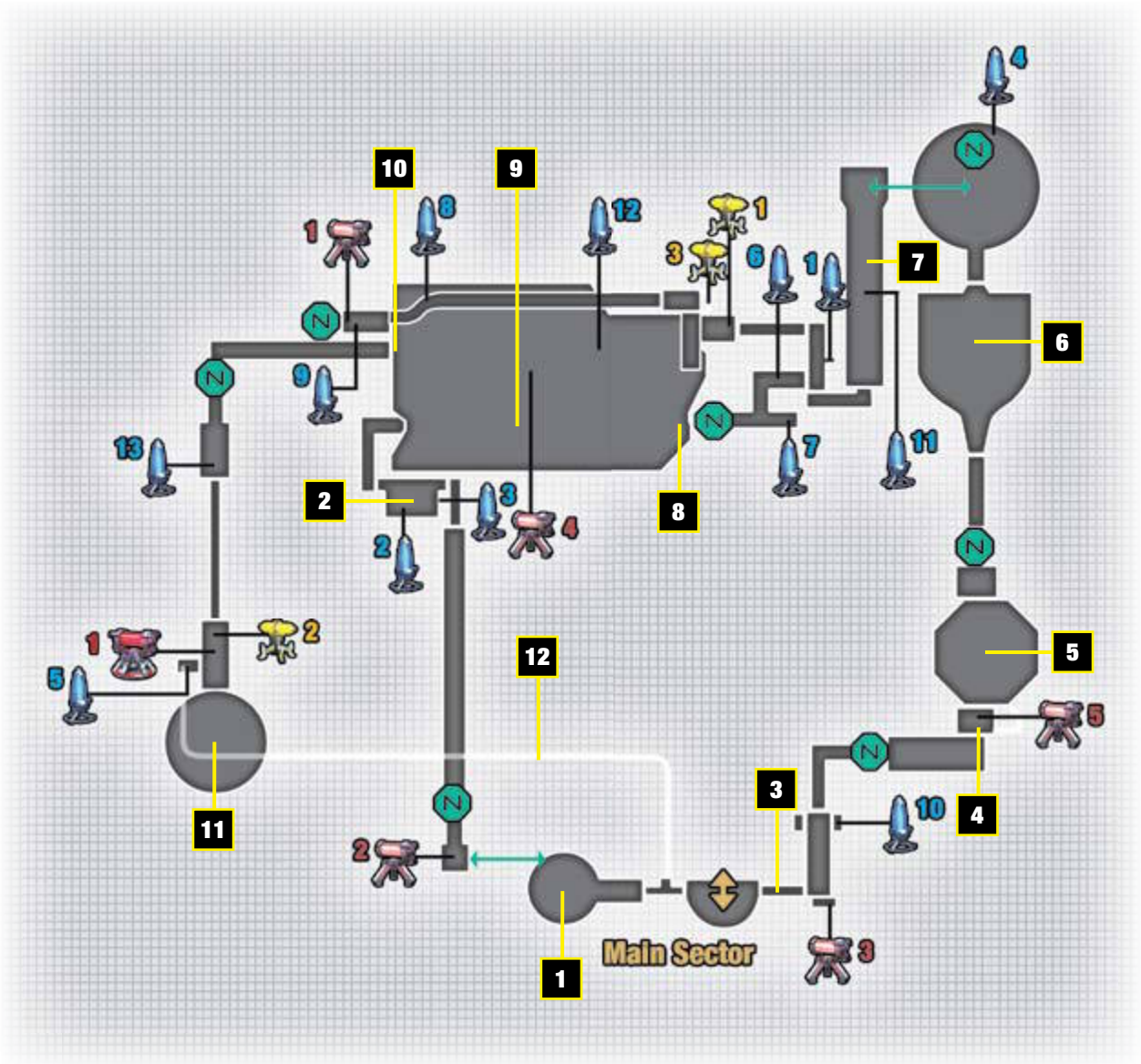
tip

Now that you have a new upgrade—the Wave Beam—take a moment to explore the Main Sector for any pick-ups you may not have had access to before. For information on all pick-ups, skip to the "Item Locations" chapter.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

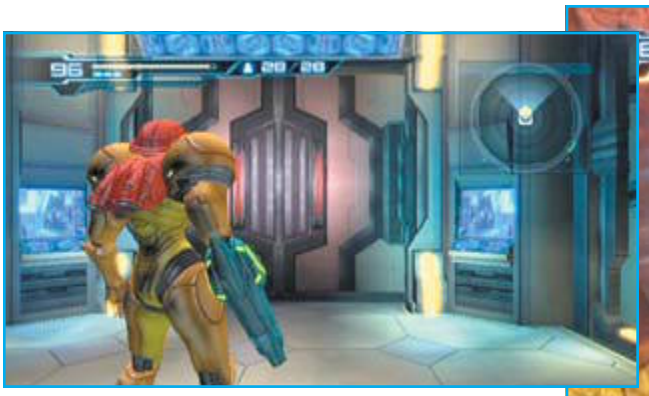
RETURN TO SECTOR 3

Sector 3



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M





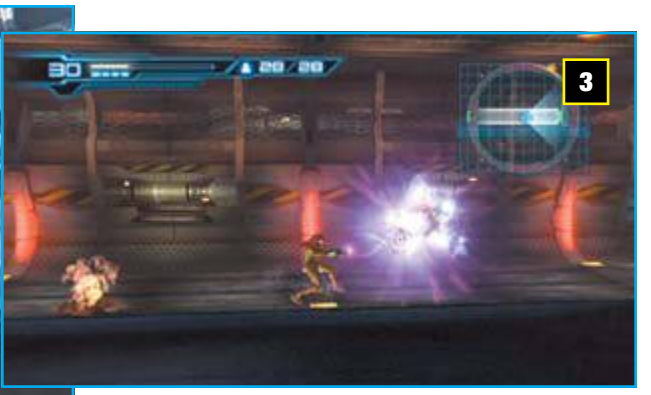
As you ride the elevator to Sector 3, the computer warns you about an irregularity in the Geothermal Power Plant and the simulated desert. When you reach Sector 3, the far-right hatch has been locked. Exit and make a left, down a small hall with Sovas.

Return to the Crater Interior and destroy the Dessgeegas in your way. Fight your way up the Crater Interior and back to the small ball launcher in the crater. Fire yourself out of the crater, back into the small room with the computer console in the center. Exit the room, stopping to save your progress at the Navigation Booth, and then set out across the long, broken bridge past the next doorway.

Use Shinespark to leap over the broken parts of the bridge and avoid taking damage from the lava below. Continue blasting past enemies in the corridors until you reach the Floor Observation Room.







Upon entering the room, you're ambushed by an Asborean. Avoid its attacks with SenseMove and counterattack with Charge Beam while it's standing upright. Wait for the Asborean's soft head to peek out of the hard shell just as it is about to attack and let loose your Charge Beam to send it reeling back.

Once you've destroyed the Asborean, use the computer in the room to unlock the hatch in the elevator room. Backtrack to the elevator room and pass through the now-open hatch on the right. Eliminate the Heat Bulls and Sovas in your way and find a Galactic Federation soldier fighting a Rhedogian!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

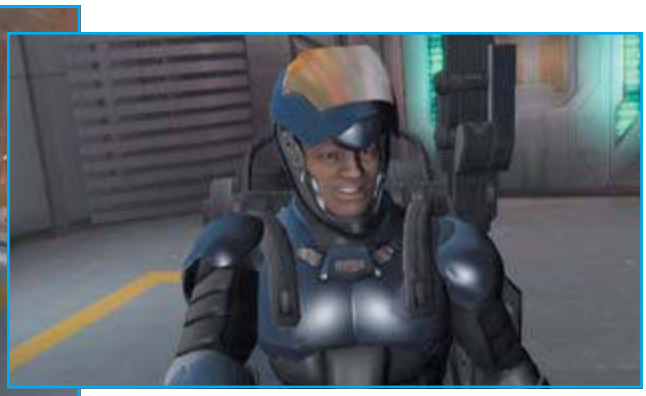
When Adam realizes that his soldier needs your help, he authorizes the use of your Grapple Beam! Use the Grapple Beam on the anchor floating high above the room and swing over to the platform where the battle with the Rhedogian is raging.



tip

The Galactic Federation soldier in danger is your good buddy, Anthony. Luckily, he can't die in this battle, so don't worry about him once you join the fight. Instead, focus solely on defeating the Rhedogian.





Use the same strategy here that you did in your first encounter with the Rhedogian. SenseMove around the edge of the platform while dodging its attacks. Keep your Charge Beam ready and unleash it on the beast after it misses you twice in a row. Once you've frozen the beast's antennae, hit it with a missile while it charges a laser shot from its mouth. When it staggers back, rush it and hit it with a Lethal Strike. After it takes too much damage, the beast flees into the pool of lava below.

You've rescued Anthony. He explains that he, as well as the rest of the unit, had been given orders by Adam to rendezvous nearby. But nobody else showed up. Their orders were to go to the Geothermal Power Plant to restore power to the rest of the Sector. Though Adam's orders seemed a bit excessive—sending the entire unit to do a one-man job—Anthony did what he was told.

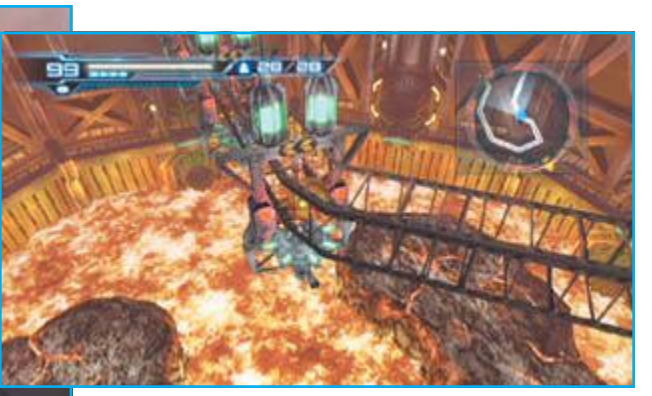


Pass through the doorway atop the platform and fight your way past several enemies. Stop at the Navigation Booth to save your progress, then enter the next room where a Magdollite awaits. Use the Grapple Beam to swing over its head and then swing over the next lava pool to the hatch on the left.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

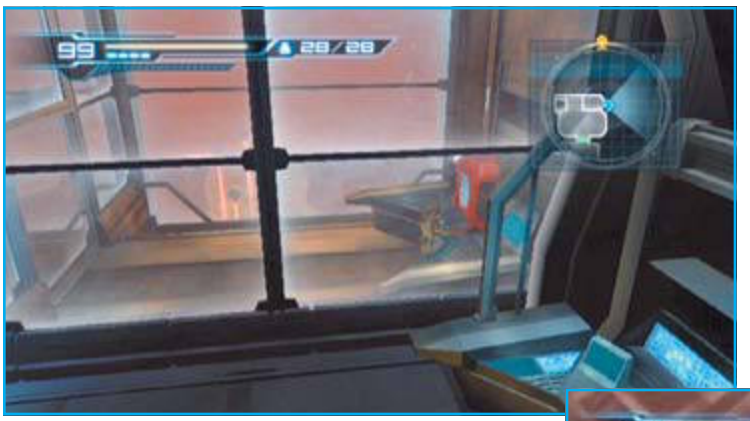
Blast Furnace Observation





Enter the Blast Furnace Observation room, then drop down the open hatch on the left side of the room. The hatch leads to a lower level of the room where you must swing up and into a small vent high along the far wall. Use the ball launcher inside the small vent to launch yourself into the Blast Furnace interior.

The ball launcher sends you into a series of vents high above the Blast Furnace. Roll along the vents and use bombs to shake the Grapple Beam anchors loose from the bottom of the vent. Once loose, the anchors drop down below and begin to hover in place, creating a path across the lava below.



After releasing all the Grapple Beam anchors, roll out of the shaft and fall back into the Blast Furnace Observation room with the computer. Use the computer console to open the hatch in the room below you, then back out of the computer room and drop back down the open area on the left side of the room again. Instead of using the anchor in the room like you did last time, now make a left into the open hatch and enter the Blast Furnace room.



Use the Grapple Beam to swing out into the Blast Furnace. As you do, a massive whale-like creature, Vorash, leaps out of the lava and attempts to swallow you! The creature forces you to let go of the anchor and you fall onto a small floating chunk of rock on the lava.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Boss Battle: Vorash





Vorash has several different attacks and can be very difficult to hit. When it first begins to attack, it leaps out of the lava and splashes down on the other side of the rock chunk you're on. When it does, fire Charge Beam blasts at it to inflict some damage. If it stays in the lava and peeks its head out, hit it with your Wave Beam blasts. When it pops its head out completely and roars at you, lock on to the green spot in its mouth and wrangle it with your Grapple Beam!

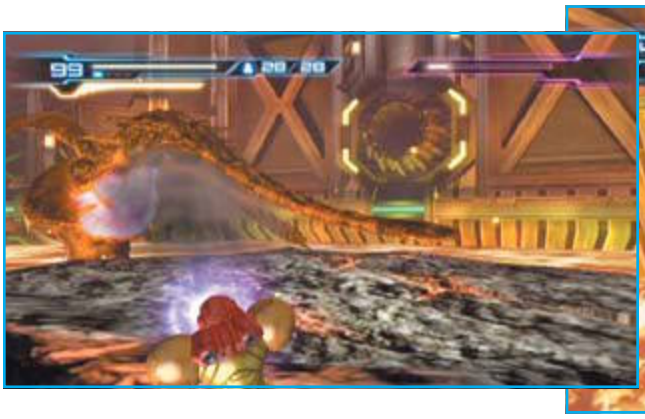
If you connect with the Grapple Beam, you'll yank the massive Vorash from the lava and send it flopping about on the rock chunk. As it lays there helplessly, pepper its belly with Charge Beam and Wave Beam blasts to whittle down its health. Eventually, Vorash wriggles back into the lava and resumes its splash attacks. Dodge the lava spheres with SenseMove and continue to hit it with your Wave Beam.

caution

Of Vorash's many attacks, its most dangerous is the lava rock projectile it fires from its mouth. If it hits you, it can knock you into the lava where you'll incur major damage!

tip

The rule of thumb in this battle is to try to hit Vorash's pink belly whenever it exposes it. If it leaps out of the lava, arches its body out of the lava after an attack, or if it's lying on the chunk of rock, always attack the pink belly.





Repeat this process until Vorash is on the verge of death. When it is, it begins to leap onto the rock you're on and flops toward you to try to chomp you. SenseMove out of the way, position yourself on the side where its belly is exposed, and blast it until it dives back into the lava.

After Vorash is sunk, the lava in the Blast Furnace begins to drain, exposing an exit tunnel on the opposite side of the chamber. Swing into the tunnel and exit the room. Follow the corridors to a shaft, and Kick Climb up into a Navigation Booth.

tip

There is a Grapple Beam anchor floating above the lava, between your rock chunk and another one to the right. You can use it to move from rock to rock and avoid Vorash's attacks.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



As you stop in the Navigation Booth to save your progress, Adam radios in with the creature's whereabouts. The monster you're tracking is heading to the Geothermal Electric Power Generator; your job is to continue tracking it. Exit the Navigation Booth and swing across a corridor inhabited by a Sandfang. Enter the Environmental Test Floor on the other side.

Environmental Test Floor





The Environmental Test Floor is a large, wide-open, desert-like area with a tall crane at the far end. The floor seems quiet, but it is actually inhabited by several nasty creatures, namely Sandfangs and Dessgeegas. Take out the Dessgeegas first, making sure not to go near the small dimples in the sand—that's where the Sandfangs dwell. After taking out the Dessgeegas, move near the sand dimples and coax out the Sandfangs. Lock on to them and dispatch them with several missiles.

With the Environmental Test Floor clear of all enemies, approach the crane near the far end and locate the small lock on plate on its rear. Hit it with a few missiles to make the crane spin around and position the front of the crane, where the Grapple Beam anchor is attached, near the platform on the far-left side of the Test Floor. Swing up and onto the platform, then activate the computer console on it to reveal an exit on the far end of the Environmental Test Floor.

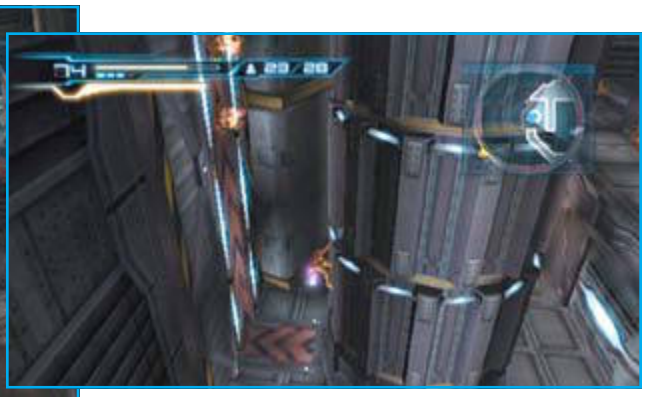


Drop back down to the sandy area and use missiles again to spin the crane a second time. This time position the anchor side near the newly revealed exit and swing up onto the platform. Pass through the hatch to exit the Environmental Test Floor and enter the Desert Refinery.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

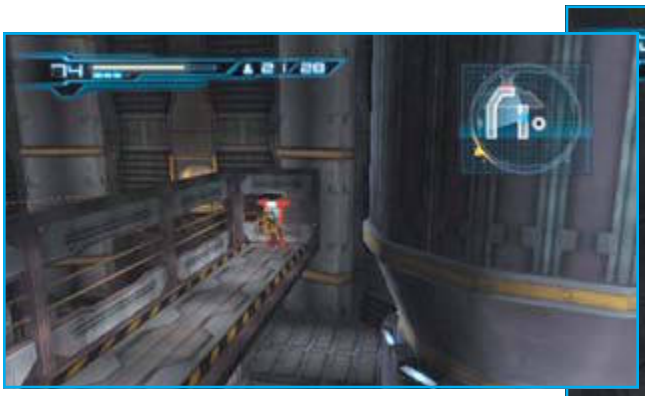
Desert Refinery





Sprint up the stairs in the Desert Refinery, obliterating Heat Bulls and Zebesians as you go. When you reach the top, swing onto the upper level and follow the walkway to an area of the room with large spinning rotors. This room is very similar to the Power Generator room in Sector 2. Use the wall and the rotors to Kick Climb up the spinning sections, and use the edges of each spinning section as a hand support.

Kick Climb onto the second spinning rotor and ride it as it spins around toward the center of the room. When you near the catwalk on the right, leap onto it, then follow the catwalk around to the other side of the room. Kick Climb onto the tallest spinning rotor on this side of the room and, once again, ride it back toward the center of the room. This time, you'll near a catwalk with a computer on it. Leap onto it and activate the computer.





The computer unlocks the hatch on the other side of the catwalk. Return to the first spinning rotor tower, but this time Kick Climb all the way to the tallest rotor and ride it to the center platform. Leap onto it and pass through the newly unlocked doorway.



The next area is a long, winding walkway populated by several FG II-Graham robots. Turn left and begin running up the walkway, crushing FG II-Graham robots as you go. When you near the end of the winding walkway, back up and get a running start. Use Shinespark to leap straight up and reach the tall ledge above you. Turn left and enter the small vent in Morph Ball mode.

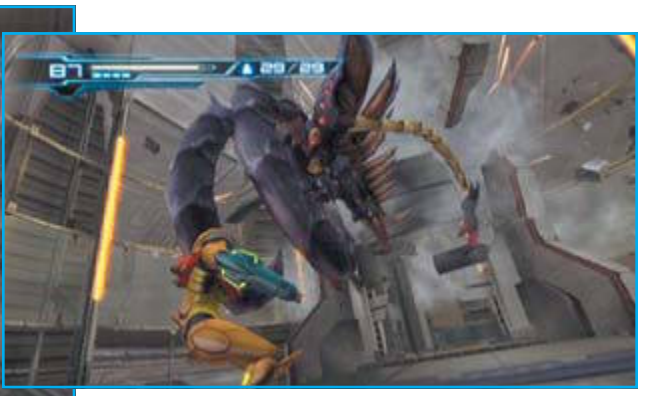
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Missile Tank!

As soon as you roll into the series of vents in this room, take the path on the right. It leads to a dead end, but that dead end has a Missile Tank in it!







Follow the vent to a Navigation Booth and save your progress. Exit through the other door in the Navigation Booth room and enter another room with a winding walkway. Destroy the FG II-Grahams nearby, then follow the walkway to a large room with a Rhedogian!

Boss Battle: Rhedogian





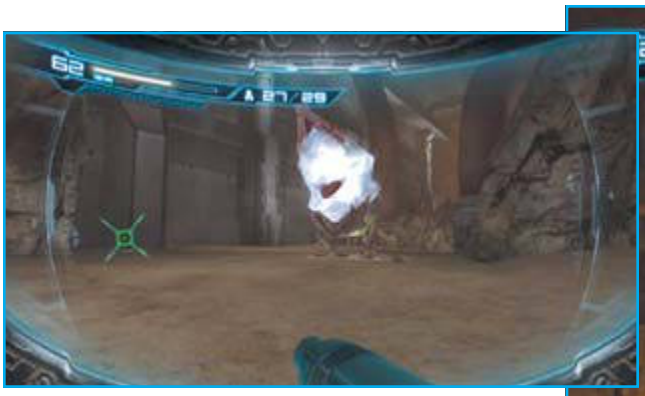
The Rhedogian hasn't updated its repertoire of attacks much since your last encounter. However, now that you have more room in which to battle, the flying fiend leaps into the air and attempts to ram you. Dodge this attack just as you do all of its other attacks, and counterattack with Charge Beam shots.

Freeze the creature's antennae again, then knock it back with a missile as it powers up its mouth blast. Rush the monster as it staggers back and blow off the antennae with a Lethal Strike!

With its antennae gone, the Rhedogian begins to fire a series of missile volleys at you. Use the ruined structure at the center of the room as a barrier to avoid taking damage from the missiles and pepper your enemy with Charge Beam shots. Eventually, the monster tries to flee. When it does, hit it with a missile and put it away for good.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.





When the battle is over, step into the circular area at the center of the room and ride the platform down to the lower level. As soon as you exit the lift, you're attacked by a Dragotix! Freeze its gigantic mouth with a Charge Beam shot, then blow it away with several missiles to the belly.

Trek deeper into the long room and use the Grapple Beam anchors to swing across the room. Pass through the hatch on the room's other side, then turn right. When you reach the wide-open area on the right, drop down to the sandy room below.



Enter the first hatch on the right, then Kick Climb up the shaft at the end. Follow the corridors to the entrance to the Pyrosphere, but stop at the Navigation Booth to save before entering.





Avoid the Magdollites as you leap across the lava rocks until you reach the middle of the path. Look for the series of stone pillars just off the path, closer to the middle of the vast lava pool. Hop across the platforms, then swing from anchor to anchor using your Grapple Beam until you reach the hatch on the far end of the Pyrosphere.

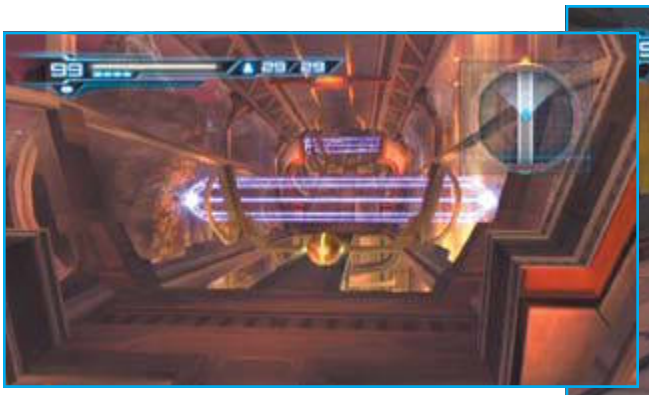
Enter the hatch and dodge the Magdollites in the corridor. Sprint across the passageway to the next hatch, then enter the Navigation Booth to save your progress. When you do, the next door unlocks, granting you passage into the next room.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M



When you enter the next room, you find the discarded carcass of the creature you've been chasing! It's stuck to the far wall, encased in a type of cocoon. Examine the empty shell, then pass through the hatch underneath it.





The next area is a long, narrow tube that stretches far across an ocean of lava. As you proceed through the tube, several FG-1000 machines create laser beam barriers that block your path. Either roll under the barriers or jump over them. You can only destroy these bots with the Plasma Beam, which you won't have the first time through this room.

Rush to the end of the tunnel until you reach a small room with two sets of stairs and a Grapple Beam anchor in it. The door at the bottom of the stairs cannot be opened with your current equipment—you need a Super Missile—so ignore the door for now and go up either set of stairs.



Energy Tank!

There is an Energy Tank between the two set of stairs in this room on the upper level. Grab it before you leave this room.





Accel Charge!

High above the ground in this room is a Grapple Beam anchor. Go up the stairs and walk to the small platform between the two sets of stairs, then use the Grapple Beam to swing into a small alcove in the wall on the near side of the room. Inside that alcove is an Accel Charge power-up.



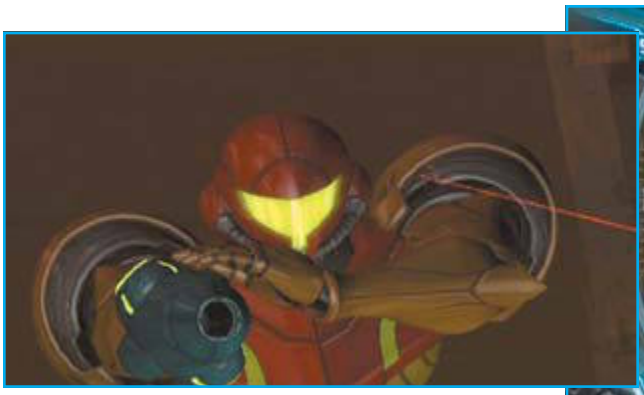


Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Pass through the hatch on the upper level of this room to reach the Geothermal Power Plant.

Boss Battle: Ridley





As you enter the Geothermal Power Plant, the area seems ominously quiet. With each step you take into the facility, a red targeting laser slowly traces your body. When it reaches your visor, you turn around quickly and prepare your Arm Cannon to fire. Just then, Anthony yells at you to get out of the way. It's not you he's targeting, but something behind you!

Suddenly, a large winged monster emerges from behind you! It's Ridley! Anthony suggests an escape, but there's no exit in sight. Use Search View to locate the exit directly across from you, opposite the circular platform you're on.





Before you can make an escape attempt, Ridley demolishes the bridge connecting your platform to the exit! You now have no means of escape. Ridley begins to rain flame blasts on you from overhead. Use SenseMove to dodge the blasts until Adam gives you the order to blast the eruption port to get the magma flowing into the room.

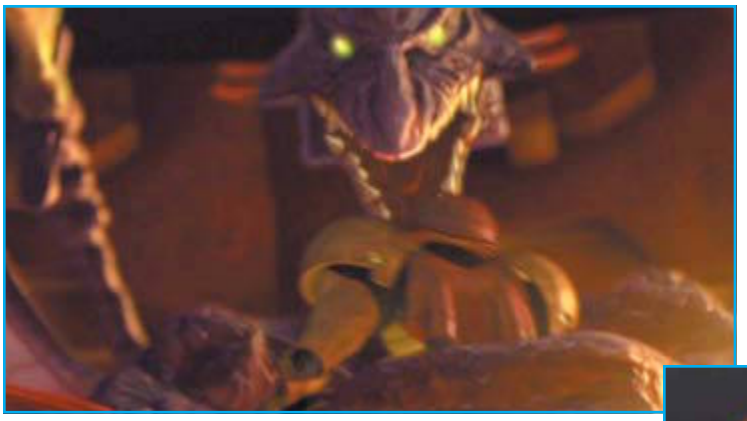
In Search View, scour the far wall of the room, beyond your platform, until you lock on to the eruption port. Adam authorizes the use of your Super Missiles! Blast one at the eruption port to open it up, and magma begins to flow into the room.

note

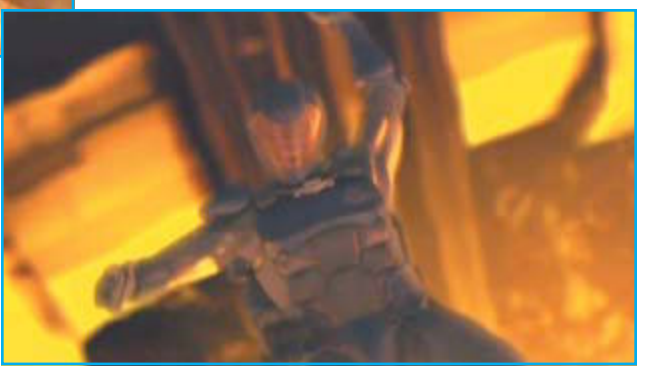
Take your time while searching for the eruption port: Ridley can't hurt you while you're looking for it.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

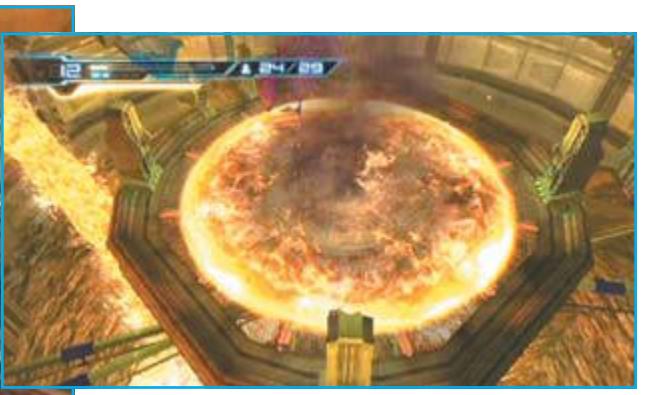


Before you know it, Ridley is stomping across the platform and has you in its clutches! Its grip is so tight, that it crushes through your Varia suit and disables it, leaving you unprotected! In an effort to save you from its clutches, Anthony uses his only plasma shot and fires on Ridley.



Although the blast works and Ridley is forced to let you go, it also gets Ridley's attention on Anthony. The winged terror lands on the platform and lashes out at your friend, sending him flying into the lava below. Even though your Varia suit came back online in time to soften your landing, it wasn't enough to allow you to save Anthony. With nothing left to distract it, Ridley turns toward you.





Just as the battle with Ridley is about to begin, your Plasma Beam, your most powerful beam enhancement, comes back online. When Ridley begins to swipe at you with its claws, SenseMove out of the way and begin charging your Plasma Beam. Fire your powered-up blasts just as you land from dodging with SenseMove. Your nemesis eventually takes to the sky.

Continue to hit it with charged up blasts from your Plasma Beam while it's in midair, and leap out of the way of the flame shock wave from its fireball attacks.

tip

If Ridley manages to get its claws on you again, immediately begin charging your Plasma Beam. After it rakes you across the outer wall of the room, let loose your Charge Beam and blast it in the face to shake free!



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



After a few missed attacks with its claws, Ridley eventually switches to attacking with its spiky tail. It will either swipe the entire platform in a circular motion or leap into the air to stab you from above. Both attacks can be dodged with SenseMove, so keep moving and quickly evade when the creature attacks.

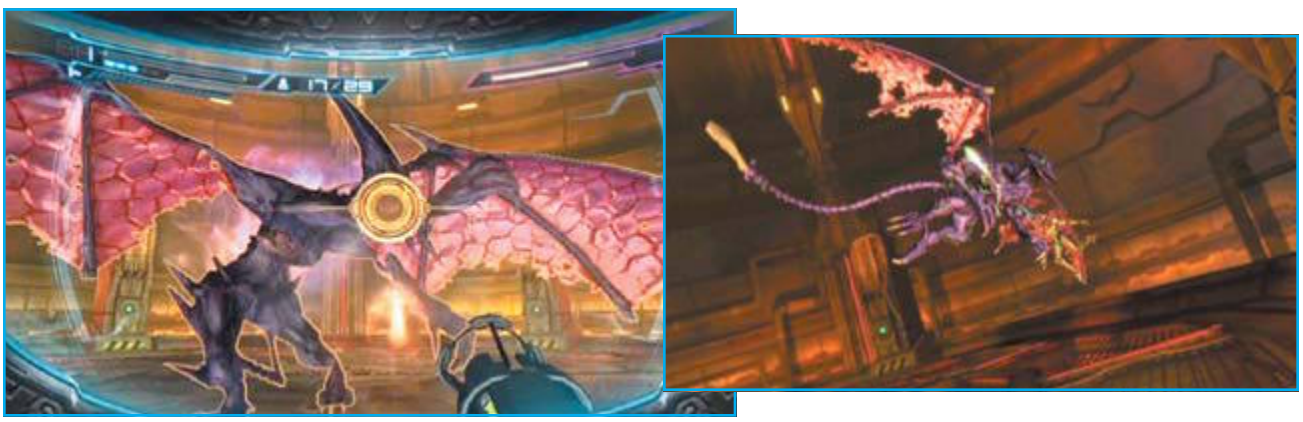
Its last form of attack is to breath fire on you while standing still. This is Ridley's easiest attack to avoid. Either keep your distance, or SenseMove out of the way and counterattack.



Once it has sustained too much damage, Ridley falls back and drops its head. When it does, immediately rush the fiend and execute a Lethal Strike! This angers Ridley even more and it leaps into the air while protecting itself with a pinkish barrier. Dodge its flame breath attack, then begin using SenseMove around the arena to avoid the stabbing tail.

CAUTION

Don't try to hit it with Charge Beam shots at this point; they'll only bounce off harmlessly and leave you open to counterattack!



The only way to make Ridley vulnerable again is to remove the pink shield with a Super Missile. Wait for the fiend to stop and roar at you. When it does, power up a Super Missile and let it fly. The blast knocks Ridley's shield away and makes it vulnerable to your Charge Beam shots again!

Resume your normal plan of attack, but this time mix in the occasional Super Missile to chop off large chunks of Ridley's health. After a few rounds of Super Missiles and Charge Beam shots, Ridley falls to the platform defeated. When you take your attention off its seemingly lifeless body, however, Ridley gets up for one more attack and fails. That's when it busts through the wall and escapes into the BOTTLE SHIP.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M





With the battle over, use the Grapple Beam anchor near Ridley's escape path and swing out of the Geothermal Power Plant. Drop back down to the area with the locked door in the next room and blast the door open with a Super Missile.

Carefully descend the shaft on the other side until you come across a small circular plate. Hit it with your Charge Beam to activate it, then ascend the shaft again to the newly opened hatch overhead. Leap across and roll through the hatch to the ball launcher at the end of the short corridor.

Missile Tank!

While in this shaft, slide down the left wall until you come upon a vent opening. Grab the vent, then pull yourself into it. Roll over to the Missile Tank inside to pick it up.







Use the ball launcher to travel across a hidden pipe that leads back to Sector 3's Main Elevator room. When you're ready, hop into the elevator and take it back to the Main Sector.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Energy Part!

Even though this requires you to go a bit out of your way, now is a good time to go fetch a nearby Energy Part before exiting Sector 3. After arriving at the Main Elevator room in Sector 3, go through the right hatch. Follow it to a room with a Grapple Beam anchor hanging overhead, then go up onto the higher level. There you will find a locked door that requires a Super Missile to open it. Open the door to reveal a small room. Inside the small room is a computer console that opens a hatch high on the wall inside the main room. Exit the small room and use your Grapple Beam to swing into the hatch that just opened and find an Energy Part!





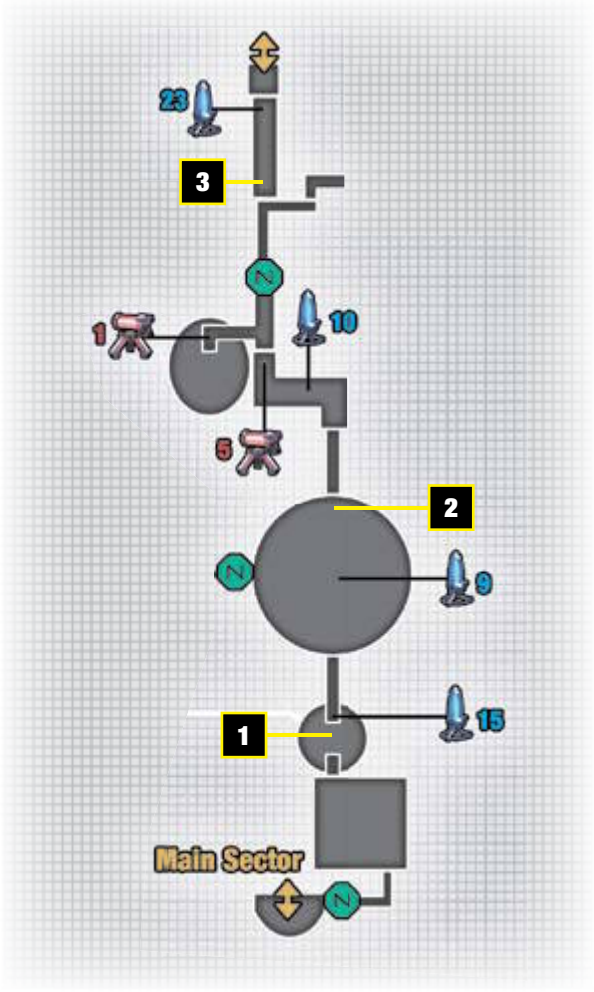


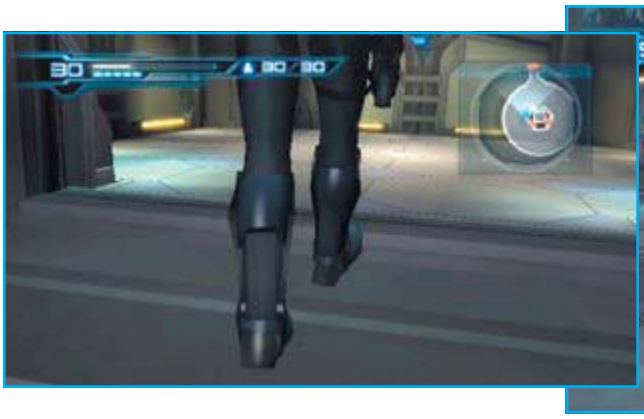


Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

THE SEARCH FOR ADAM

Sector 1







As you travel between Sectors, your thoughts turn to Adam. Ever since the confrontation with Ridley, Adam had gone silent. As this is not typical of his behavior, then he must be in danger.

As you exit the elevator in the Main Sector, you spot a Galactic Federation soldier walking across the room. Follow the soldier quietly into the Sector 1 elevator. Arrive at Sector 1 and immediately save your progress at the Navigation Booth on the right. Travel deeper into Sector 1 until you reach a large round room where you're ambushed by two Mighty Griptians!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Focus on one enemy at a time and hit it repeatedly with Charge Beam blasts. Keep the monster off balance so it can't attack you and move out of the way when it burrows underground. If you stand still, it will erupt at your feet and cause damage. Continue attacking until you knock the Mighty Griptian down, then rush it for a Lethal Strike. When the first one is down, you can then turn on the second and eliminate it.

After eliminating both Mighty Griptians, resume your search for the Galactic Federation soldier. Pass through the next hallway to the large room with the towering plant at the center. As you enter, the soldier speeds through the door on the other side of the lower level.



Missile Tank!

Now that you've attained the Shinespark ability, you can grab the Missile Tank in this room. Run up the spiraling walkway surrounding the tall plant trunk. When you near the end of the walkway, use Shinespark to leap straight up into the air and land on a platform holding the Missile Tank.







Follow the soldier through the hall into a large room with an anchor floating overhead. Take out the Grippers nearby, then use your Grapple Beam to swing up onto the ridge above you.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Missile Tank!

While on this ridge, drop into Morph Ball mode and roll into the small hole on the ridge's lip. Inside is a Missile Tank!





Energy Part!

Also in this small room is an Energy Part. To grab it, pass through the left door and clear the corridor of enemies. Enter the Navigation Booth room, then turn back around to face the way you came. Get a running start and speed back into the room. Just as you pass the corridor and reenter this room, use Shinespark to leap straight up and reach a small ridge above you. There you will find an Energy Part!







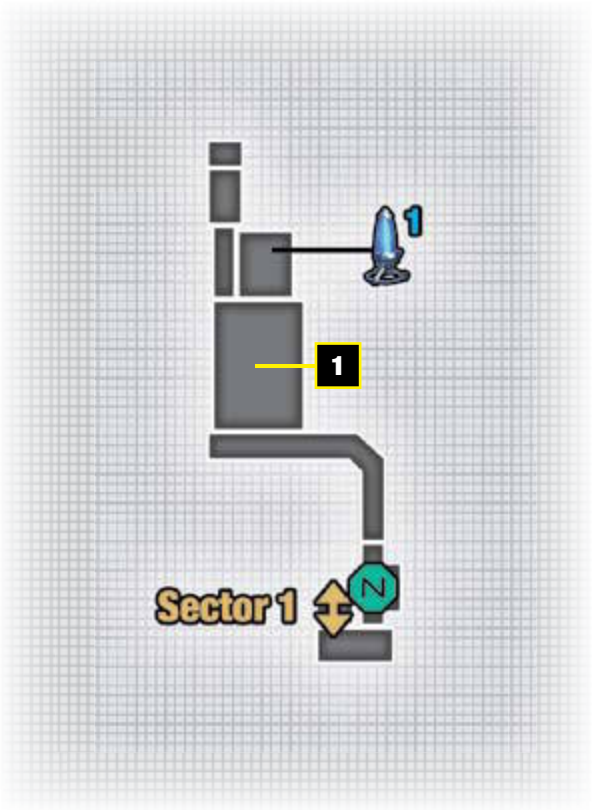
Continue following the mysterious soldier as he dashes into the Navigation Booth. When you reach the long room with the disabled bridge, you activate your Space Jump ability. Use Space Jump to cross the long room and land on the other side of the bridge. Enter the hatch at the other end of the bridge to find an elevator leading to the Bioweapons Research Center.

tip

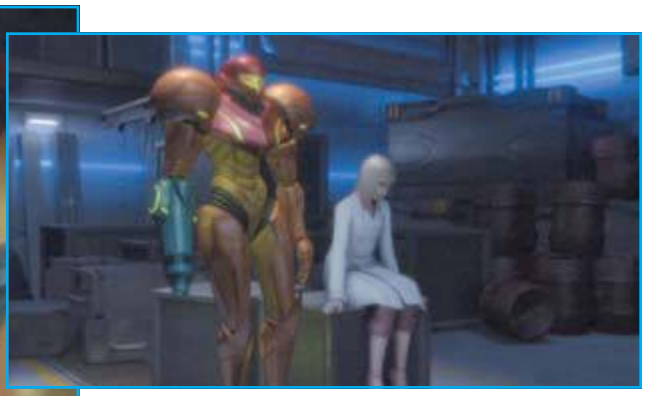
Your Space Jump ability also grants you a new attack—the Screw Attack. This is one of the most powerful attacks available to you. With it, you'll be able to spin-jump right through many enemies!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Bioweapons Research Center







Exit the elevator and follow the hall to the nearby Navigation Booth. Save your progress and follow the mystery man to the next large chamber. The room is a control room for this Center. While you poke around the computer system, the mysterious girl saunters out of a room behind you.

Before you can confront her, however, she runs away and seals herself behind sliding doors. When you reassure her that you're not a part of the Galactic Federation, she opens the hatch and lets you in. She claims to be Madeline Bergman!

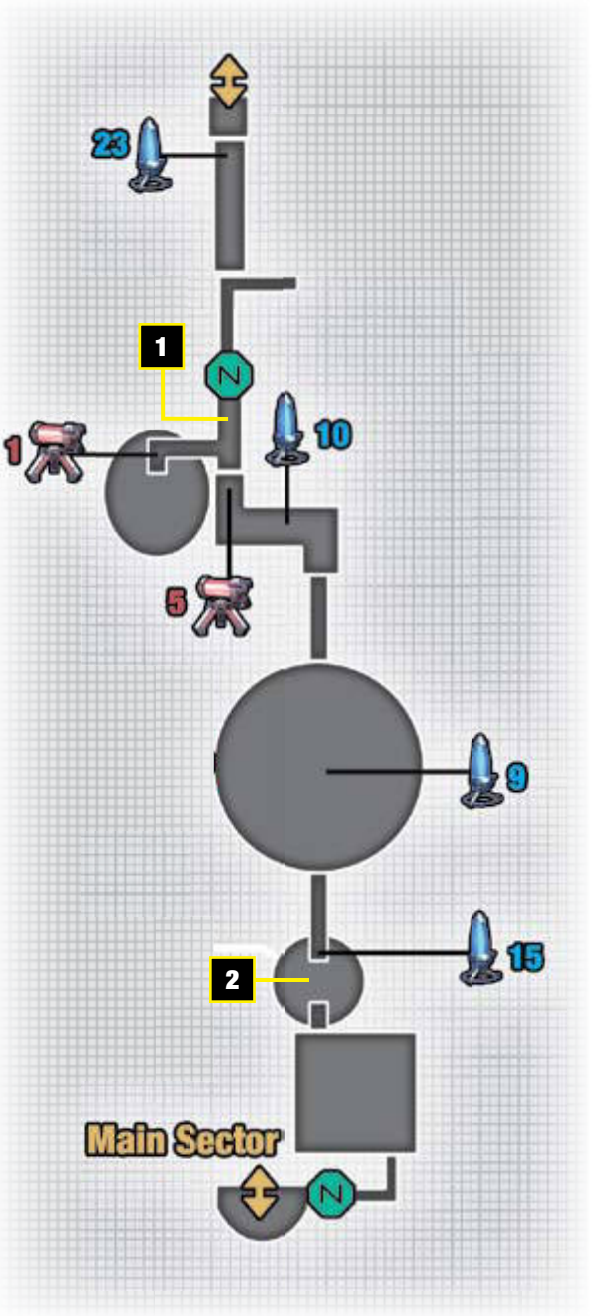
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

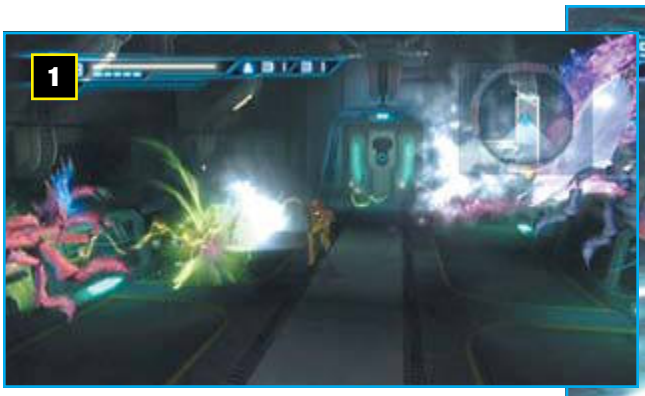


After Dr. Bergman explains everything that has happened in the BOTTLE SHIP up until now, you promise to keep her safe. You set out in search of Adam again, this time in Sector 0, while Bergman stays behind in the control room for the Bioweapon Research Center. Soon after a Federation soldier arrives and confronts her.

Sector 1



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.





Leave the elevator room and sprint down the hallways. Destroy the Super Kihunters just past the Navigation Booth and continue into the next room. Backtrack to the large room with the immense plant at the center and circle around to the opposite exit.

Continue trekking back through Sector 1 until you reach the small round room where you last battled the Mighty Griptians. This time, however, you're greeted by a Rhedogian! Fend off the flying fiend with Charge Beam blasts. While it's in the air, you can also attack it using your Screw Attack!



When you destroy the Rhedogian, it leaves behind a small glowing sphere. Pick it up to activate your Seeker Missile upgrade! Take your new upgrade and rush down to the Sector 1 elevator room. Take a ride to the Main Sector, then hop into the elevator to Sector 2.

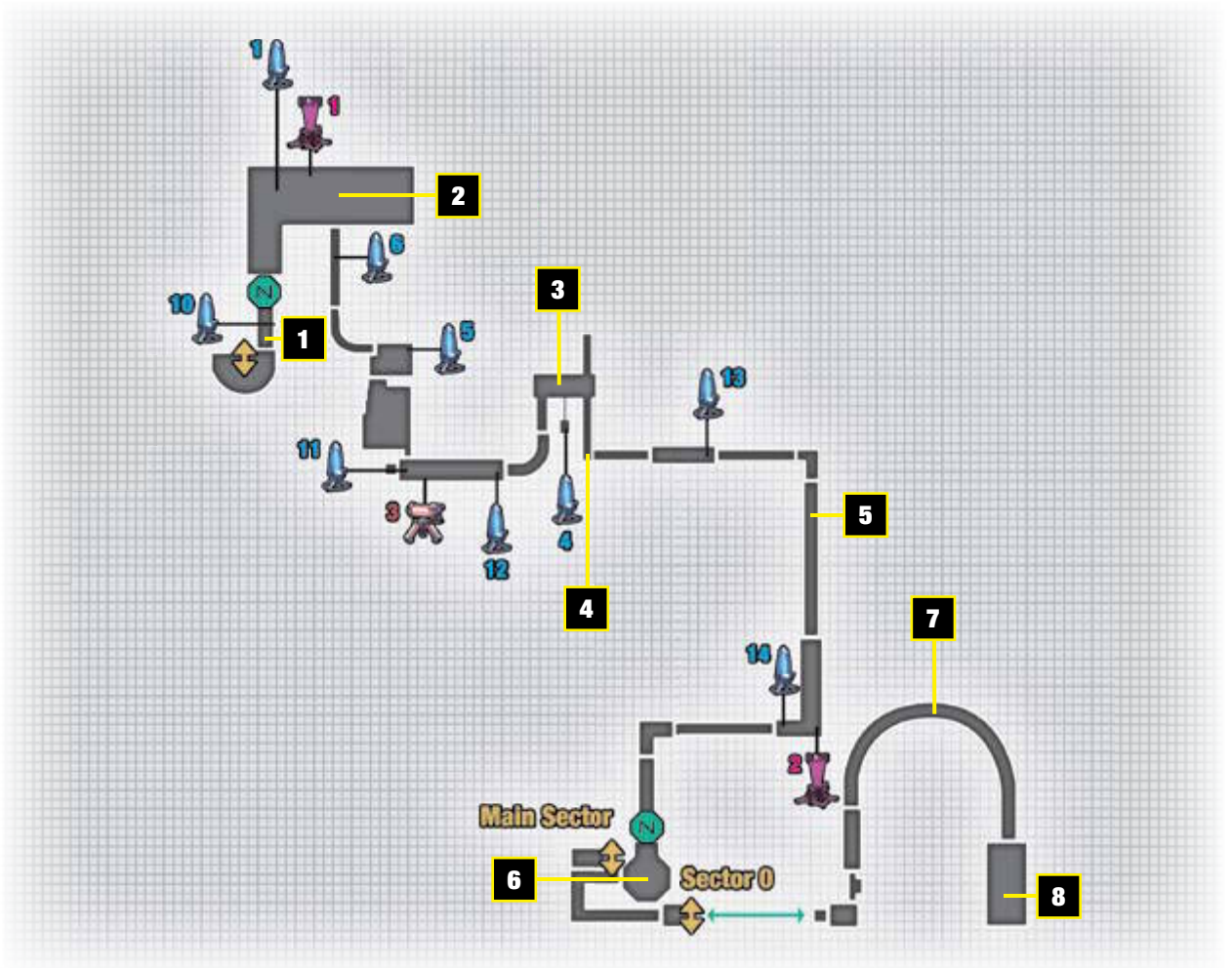
tip

Your Seeker Missile upgrade allows you to attack many enemies with one shot!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Sector 2





Exit the elevator, take the hatch on the right, and destroy the Barisute in the hall.

Missile Tank!

High atop the right wall in this hall is a small sealed hatch. Use a Super Missile to open it up, then crawl into it to find a Missile Tank.





Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



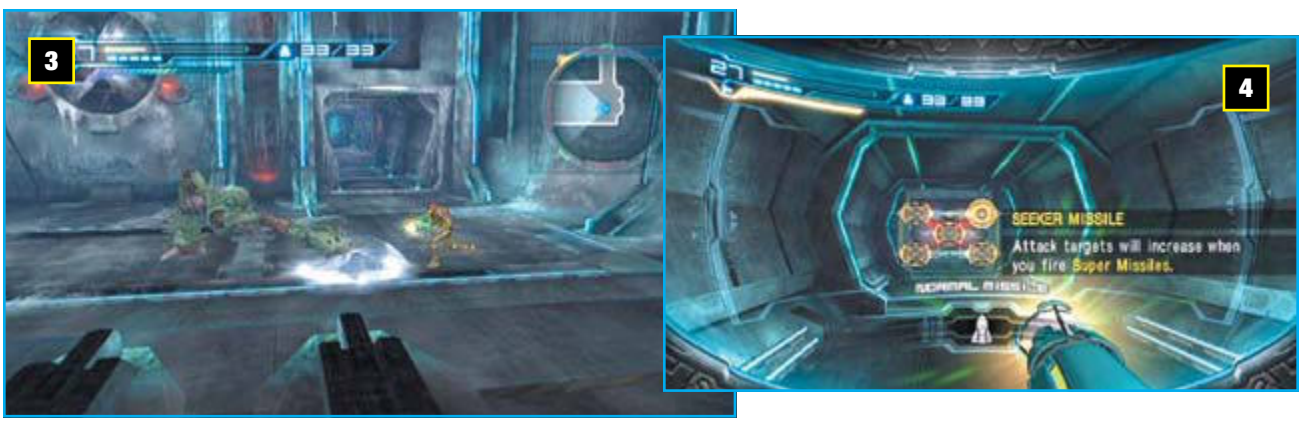
Pass through the next area and enter the large snow-covered chamber. Tear through the enemies in the room until you reach the raised platform near the center. From the platform, turn right into the long sloping hall and reach the empty Water Tank room.

Defeat the Kyratians in the Tank, then exit through the door on the left side of the room. Pass through the large flooded room, then enter the room with the frozen fans on the far wall. Use your Screw Attack to dispatch the Gigafraug quickly and empty the room.

Missile Tanks!

There are two Missile Tanks in the pipe running overhead across the length of this room. To reach it, back up to the lower entrance to the room and run toward the control center at the far end. Just as you reach the small dip in the floor, Shinespark jump straight up into a hole in the pipe. Pull yourself into the pipe and roll forward to find the first Missile Tank. The other Missile Tank is at the opposite end of the pipe.





Follow the short, curved hall to a long room with several fans and a pair of nasty Barisutes. Destroy the creatures as they stomp around, then Space Jump into the open area on the far-left corner of the room.

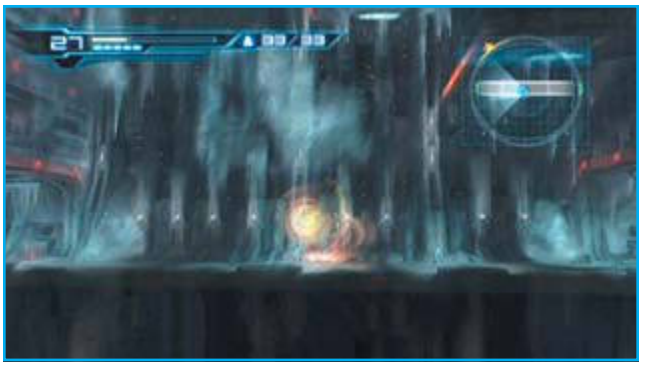
Use a Seeker Missile to blow open the locked hatch at the far end of the corridor and make a left at the end of the hall. Upon entering the hall, a loud growl shakes the ship! Suddenly the gravity in the room goes crazy! It pulls you off the ground and sends you toward the ceiling!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

note

You'll be adventuring upside down for the next few sections!



Turn right and begin jumping down to the stepped area on the right. When you reach the lowest ledge, turn left again and begin Space Jumping left across the long gap. Pass through the entry on the other side, then Kick Climb down the long hatch to a series of ledges.

Missile Tank!

After Kick Climbing under the fence, destroy all of the Snomers in the room with the ledges. Climb onto the second-lowest ledge and you'll be able to see a Missile Tank wedged into a nearby vent. To reach it, hug the far wall, then Space Jump over to the vent opening on the left of the ledge. Grab the vent, then pull yourself into it. Roll over to the Missile Tank to claim it. This one can be a bit tricky since you're upside down.



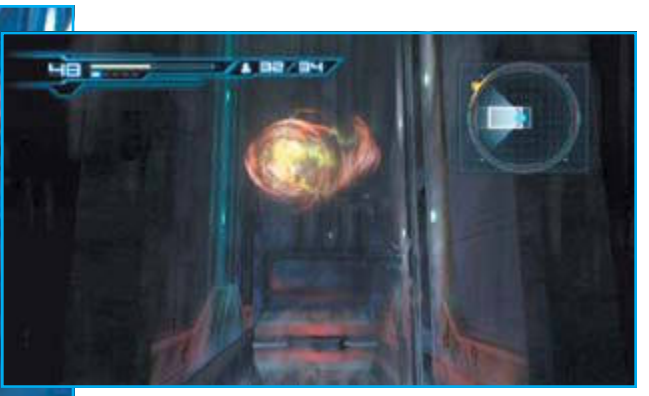




tip

Tucked away at the far end of this hall is an E-Recovery Tank. You can see it from the ground level. Unfortunately, the wonky gravity will keep you from reaching it at the moment. Ignore it for now; you'll be able to get it soon enough.





Continue traveling across the gravity-torn halls, killing Barisutes as you go, until you reach a corner in the hall. This time the gravity pulls you back down to the ground. In fact, the gravity's pull is so strong you can barely jump, much less Space Jump for long! Rush up the hall, through the FG-1000s and the swarms of Cyclaws.

Destroy the Kyratians at the far end of the hall. Make a right at the corner, then use the Grapple Beam to swing up and into the narrow shaft on the far end of the hall. Kick Climb up the shaft to a higher level.

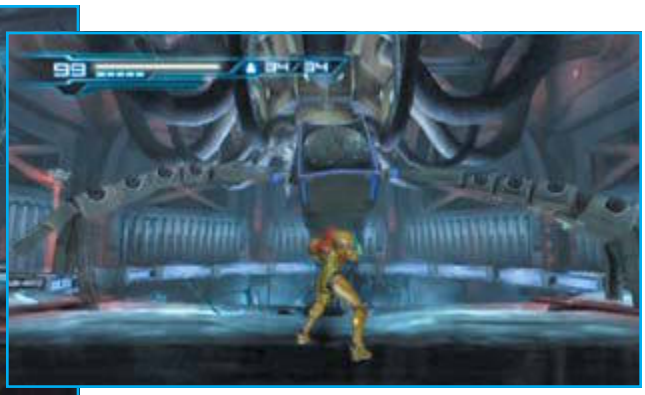
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Space Jump across the long gap ahead, then use the Grapple Beam to swing up onto the area above you. Rush into the next hall and make a left. The door on the far end leads to Navigation Booth. Stop to save your progress, then continue through the next hatch.



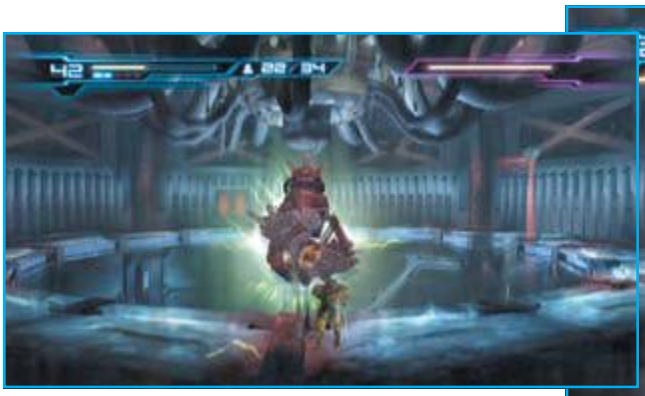
Boss Battle: Nightmare





The room at the end of the hall is a tall, cylindrical room with Grapple Beam anchors floating high above shaft-like sections of the wall. As you enter, you can see a glowing sphere at the room's center. Begin climbing up to the top of the room and approach the doorway on the highest level.

Just as you're about to exit, a massive metallic monster floats up behind you! It's Nightmare, the gravity-controlling mastermind behind the strange effects in this section.





Power up your Charge Beam and dodge its gravity sphere attacks with SenseMove. If it spins around the room and fires its laser beams, leap into the air and Space Jump over the lasers. Immediately upon landing, fire your Charge Beam and hit Nightmare's bulbous tail!

Continue to dodge its attacks and counterattack with Charge Beam shots until you freeze its tail. Once the tail is encased in ice, the gravity in the room returns to normal! Nightmare is vulnerable to more powerful attacks while its tail is frozen and the gravity is normal. Take this opportunity to blast its face with Super Missiles!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

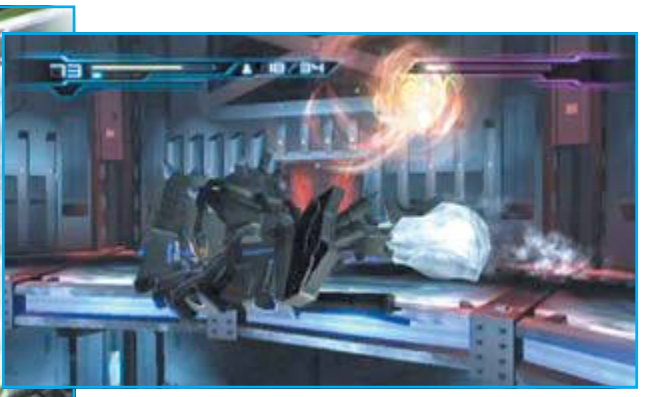
tip

Use the different levels in the room to your advantage! Drop down a level or go up a level to get a better shot at Nightmare's face depending on where it is.

caution

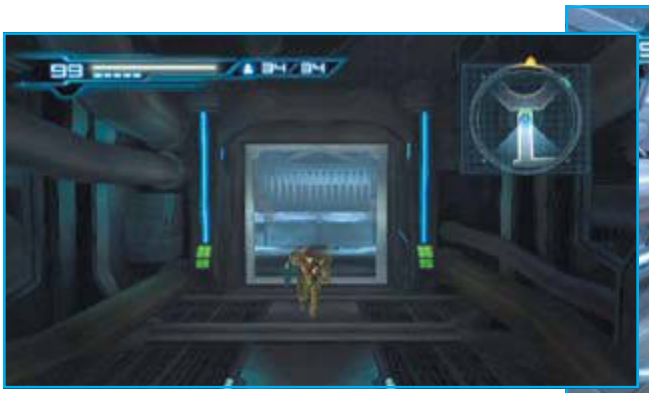
Do not try to hit Nightmare with missiles when its tail is not frozen! They'll either bounce off or get pushed away by the gravitational force from the creature's tail.





If Nightmare hops onto the platform you're on and tries to chase you, Space Jump out and around to the back of the monster, letting it pass you by. Once you're behind it, hit it again with your Charge Beam! Repeat this pattern of attacks several times until you knock off Nightmare's mask and it smashes around the tall room and falls to the ground.

Sector 0





With Nightmare out of the way, you can now pass through the hatch on the room's top level. Follow the corridor to the elevator and enter Sector 0. Go through the hatch in the room and save your progress at the Navigation Booth.

Enter the long, curved hallway and dash to its end. The hall leads to a large chamber where you're greeted by an old familiar ... friend.



Look around the room. A small baby Metroid wanders up to you! Before you can react, you're hit with a disruptive beam that knocks out your Varia Suit! Just as the Metroid is about to attack you, it's hit by an Ice Beam from somewhere else in the room. It's Adam!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

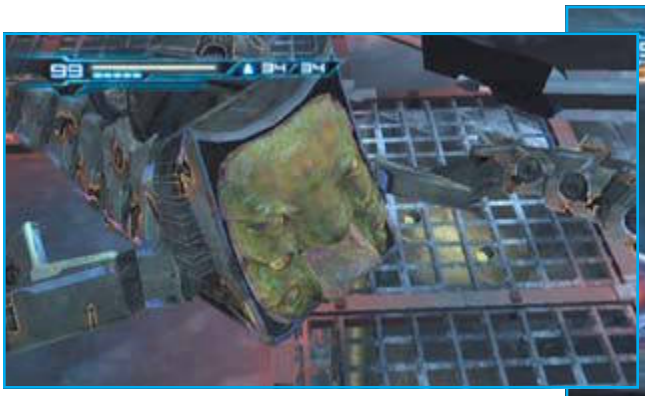


Adam explains that the situation is far worse than you previously thought. The BOTTLE SHIP experiments created nearly indestructible Metroids! If left unchecked, they could pose a threat to the entire galaxy. He is taking it upon himself to detach Sector 0 from the BOTTLE SHIP and destroy it to prevent the Metroids from spreading.



Exit the room and backtrack to Sector 2. While you're en route, Adam releases Sector 0 from the rest of the BOTTLE SHIP. As a result, the long curved hall begins to crumble behind you! Ignore the Super Zebesians in your way and keep running. When the vacuum of space almost sucks you out of the crumbling hall, you activate the Gravity Feature on your Varia Suit and it anchors you back down. Finish running down the hall until you reach the Navigation Booth.

Boss Battle: Nightmare Unmasked!





Take the elevator back to Sector 2 and return to the tall room where you first battled Nightmare. The gravity-defying menace is still in the room and awakens just as you're passing through!

Strafe around the room, dodging Nightmare's extra large gravity spheres and begin pelting it with Charge Beam shots. Bring the monster down, then sneak around to its rear. When it begins to flop around, hit it with more Charge Beam shots until its tail is frozen, just like before.



Hit the creature's face with Super Missiles to whittle down its health, then resume your Charge Beam attacks when its tail thaws. Repeat this process until Nightmare is nothing more than a distant freakish dream.

tip

If Nightmare creates a gravity well, it will begin to suck all your beams into it. When it does, position yourself on the opposite end of the well so that Nightmare is between you and the well. Fire away and Nightmare will accidentally intercept your damaging blasts as they get sucked into the gravity well!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M



Now that you've upgraded your suit with the Gravity Feature, you can withstand the strange gravity effects in the hallways leading back to Sector 2. Exit the room and backtrack toward Main Elevator room of Sector 2. Hop into the elevator and go to the Main Sector, then take the elevator to Sector 1.

Missile Tank!





After attaining the Gravity Feature, you can grab the Missile Tank in this hallway. Approach the Grapple Beam anchor at the end of the hall, then swing from it to the narrow gap between the wall above you. Kick Climb up the gap until you reach a small room with the Missile Tank.

E-Recovery Tank!

Now that you've got the Gravity Feature for your suit, you can leap a little higher with Space Jump. Return to this corner of the hall and Space Jump up to the little niche where the E-Recovery Tank is sitting.




Once you reach Sector 1, speed through the area and head directly for the Bioweapon Research Center elevator.



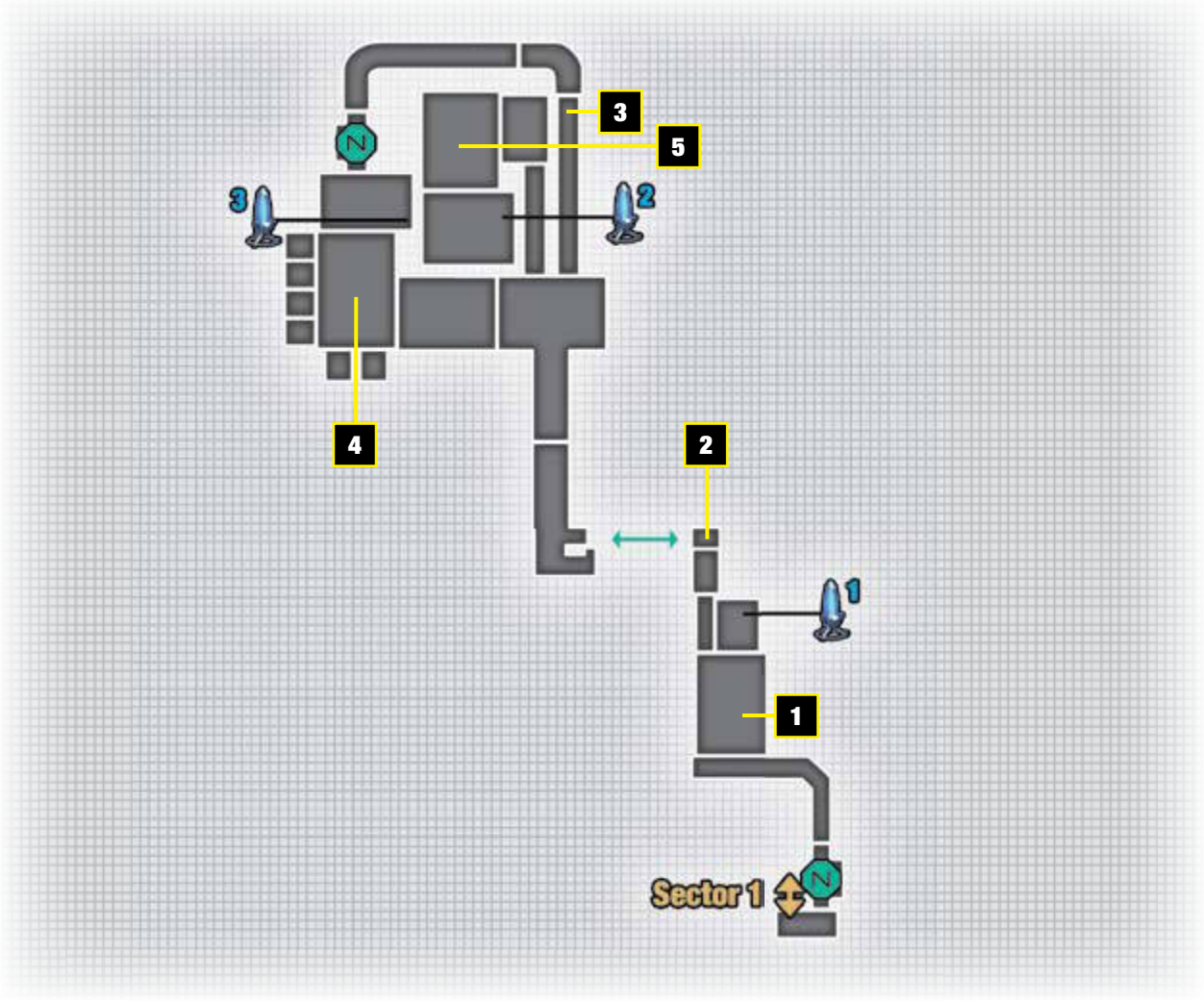
tip

Now that you've got all of your suit and weapon upgrades, minus the Power Bomb, you can take a few minutes to scour all the sectors for pick-ups that you might have missed. Skip to the "Item Locations" chapter for a detailed list of which items to get and how to get them!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MEET THE QUEEN

Bioweapons Research Center







SPOILER

Exit the elevator upon reaching the Bioweapons Research Center and follow the corridor to the nearby Navigation Booth. Save your progress, then enter the next hall. Make short work of the FG-1000 and FG II-Graham robots in your way with quick Plasma Beam blasts.

Enter the control room and find the dead body of a Galactic Federation soldier. It's James! With no sign of the murderer, set out to look for clues. Go through the doorway on the left corner of the lower level.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

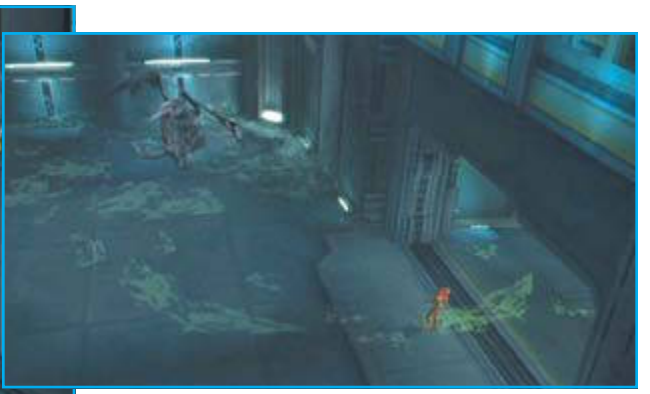
Metroid: Other M

Missile Tank!

There is a Missile Tank in the room in the top level of the Bioweapons Research Center. Simply go up the stairs and through the door to find it. Be prepared for a fight, however, before you exit the room. Several Super Zebesians will ambush you after you pick it up.







Hop into the elevator at the end of the hall and take it to the next level of the Bioweapons Research Center. Upon exiting the elevator, turn left into the next room. The hatch atop the stairs is locked, so instead go through the door on the lower level.

The room is a mess and there is alien blood splattered all over! When you follow the bloody trail, it leads to another chamber of the facility where you find Ridley ... dead.

Continue your search for clues in the hatch at the top-right corner of the room. Open the next doorway with a Charge Beam blast to the small plate above the door, then run into the next long hallway. Use Seeker Missiles to open the hatches as you go until you find a Navigation Booth. Save your progress before proceeding.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

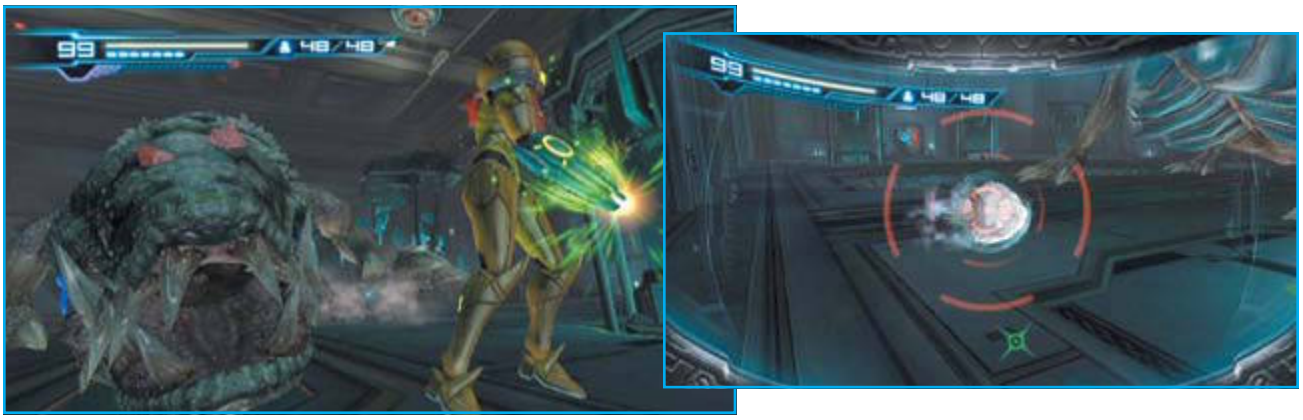
Room MW



Exit the Navigation Booth room and go up the stairs into the Room MW. The room is lined by several small chambers, each of them locked. Examine the interior of each room until you find one that is occupied. When you do, the lady in the cell panics and opens a nearby hatch on your side of the door.

Go through the hatch to find out what is inside. As you enter, you can see several open Metroid eggs littered about. In the distance, you can hear a great loud stomping, but the room is dark, so you can't see what is creating the ground-shaking noise. As you trek deeper into the darkness, something very large comes creeping out....

Boss Battle: Queen Metroid



The Queen Metroid wastes no time in attacking. As soon as it lunges at you, SenseMove out of the way and keep moving by Space Jumping out of the way of her massive stomping leg. The Queen will not attack you directly often, unless you get too close, so stay away from her!

Instead, focus on the Metroids she spurts out of her back and freeze them as they float around the room. Use SenseMove to dodge the Metroids' attacks, then let loose your Charge Beam to instantly freeze them. Once frozen, the aliens drop harmlessly to the ground. Immediately lock on to the grounded creatures and pop them with a Seeker Missile.

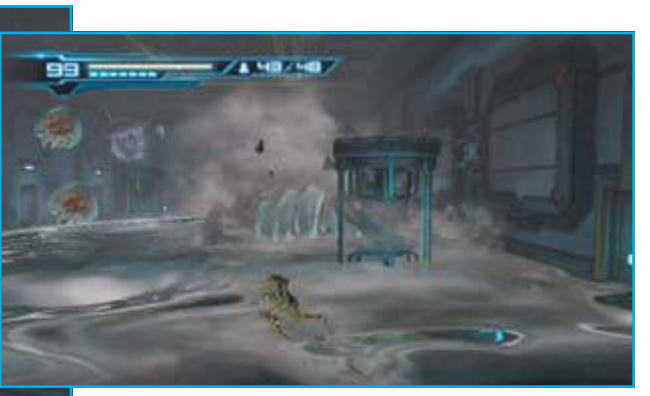


If a Metroid manages to get its mouth around your helmet, immediately go to Morph Ball mode and drop a bomb to shake it off. Resume charging your Charge Beam and counterattack!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

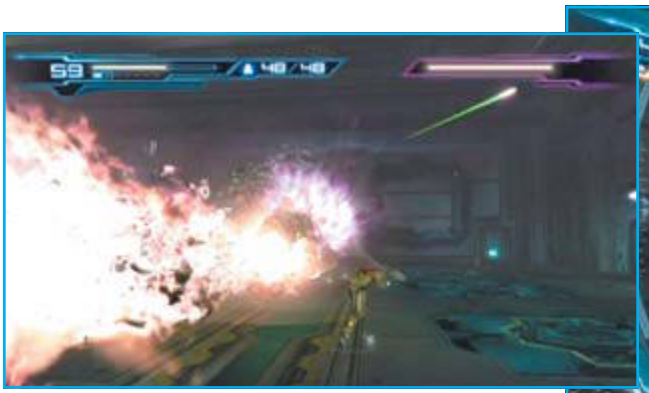
Metroid: Other M





Stay away from the massive monster's tail. She has two large cannon-like holes that fire poisonous projectiles. Evade the projectiles and focus on the Metroids.

Queen Metroid is not very mobile. Despite being large and heavy, however, she does attempt to stomp you when you're near. When you're far, she'll unleash a shock wave attack from her stomp that can free frozen Metroids. So be wary when the shock wave comes. If any Metroids are frozen they'll be coming after you when the wave passes.





After destroying several waves of Metroids, the Queen decides to take matters under her control. She sprouts crystal spikes atop the ridge of her head. Wait for her to fire a huge plasma blast from her mouth and Space Jump over the attack. If she stomps the ground again and creates a shock wave, leap over that, too.

Strafe to the side of the Queen's neck and lock on to the spikes over her neck. Power up a Seeker Missile and fire it off so that it hits all five sets of spikes at once. Repeat this process, staying to one side of the Queen Metroid's mouth, until you've destroyed all the spikes. If she attempts to ram you, SenseMove out of the way and let her run her head into the wall.



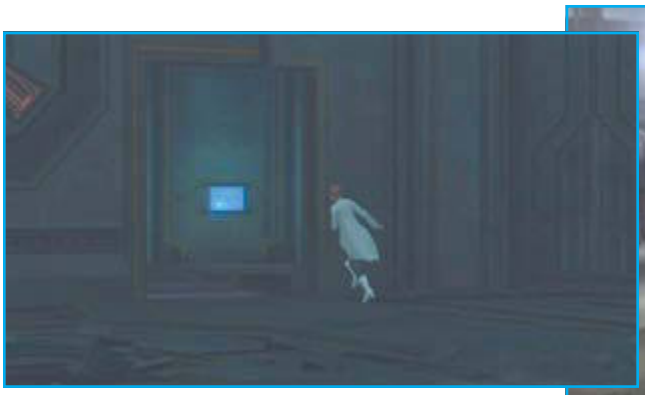
When all the spikes have been destroyed, the Queen Metroid attempts one more attack. Just before she rams you, the BOTTLE SHIP lurches and knocks the Queen on her side, exposing her soft belly. Open fire on the monster's belly and pepper it with Plasma Beam blasts.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Eventually, the Queen stands back up and opens her mouth for a devastating blast that—if it hits—can destroy you in one shot. Act quickly when the Queen opens her mouth and use your Grapple Beam to pull yourself into the Queen's mouth! As soon as you're sucked in, the Queen Metroid's stomach acid begins to break you down.

Since you're already in Morph Ball mode when you're swallowed up, drop a Power Bomb—which has now become active—in her stomach. The blast not only destroys the Queen Metroid, but also obliterates the nearby facility.





The blast destroyed Room MW and shook loose the door that sealed the strange woman in her cell. As the dust settles, she tries to escape via a nearby hatch. Chase her down! When you finally catch up to her, she's stopped at a sealed hatch. After setting her at ease and explaining who you are, the woman calms down enough to tell you her story. She is Madeline Bergman!

She explains that the other girl claiming to be Madeline Bergman is actually part of the experiment that was being conducted in the BOTTLE SHIP! Just then, the imposter shows up ready to shoot the real Dr. Bergman. When the doctor tries to calm the girl, everything goes wrong. Before you know it, the room is full of Desbrachians!

Blast the attacking Desbrachians with missiles to keep them away and locate the imposter in the middle of the room. Just as you locate her, Dr. Bergman freezes her with a freeze beam. Almost in concert, the rest of the Galactic Federation arrives and rains weapons fire on the frozen girl, shattering her to pieces.



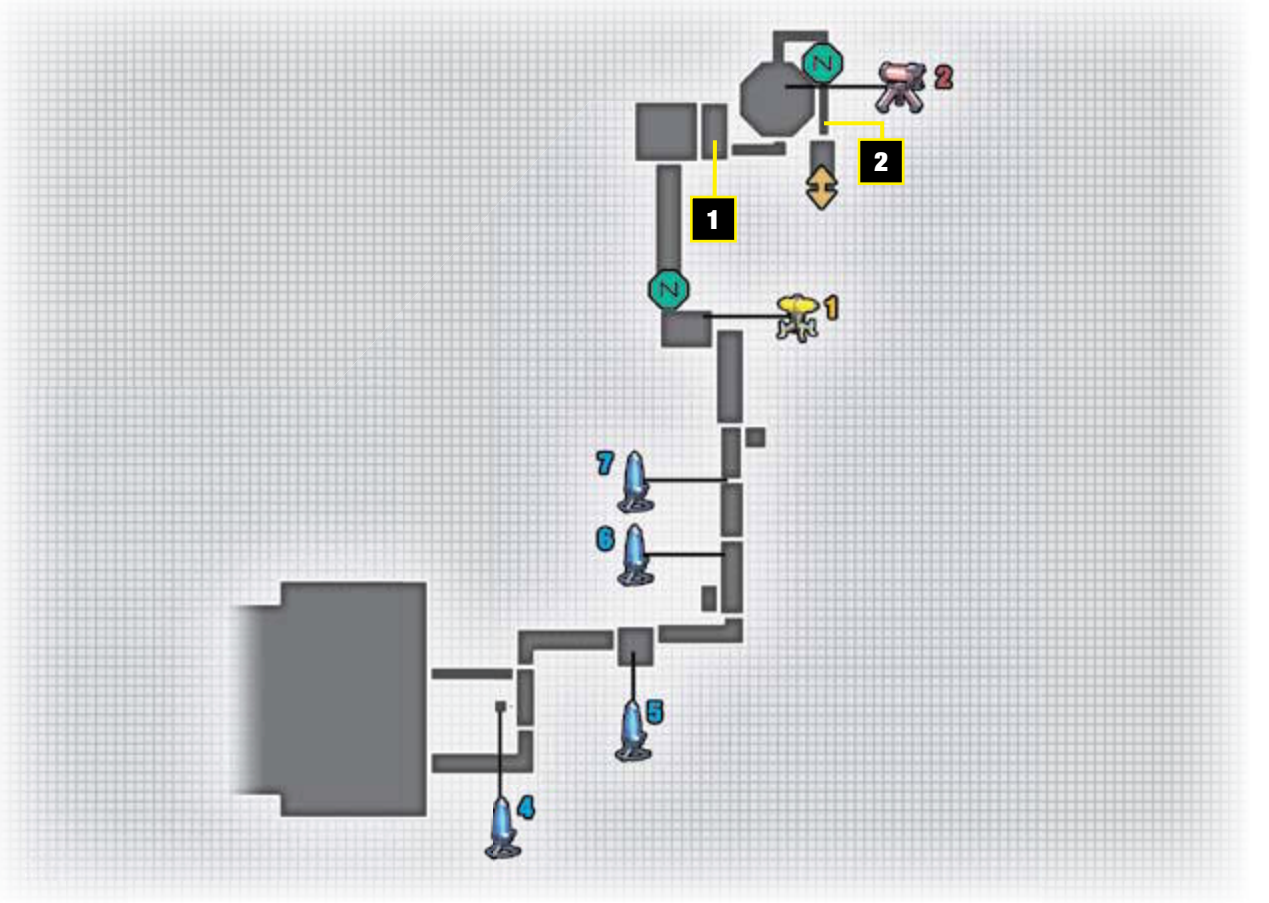


With no one left to control them, the Desbrachians stand down, putting an end to this nightmare ... for now.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

THE FINAL CHAPTER

In Search of Something That Cannot be Replaced ...







Having survived the events of the BOTTLE SHIP, Samus returns to her normal everyday life. Despite the peace and quiet, something still troubles her. Something was left behind on the BOTTLE SHIP and it is due to be destroyed any day now.

With a heavy heart she gets onto her gunship and returns to the BOTTLE SHIP. She has unfinished business....

note

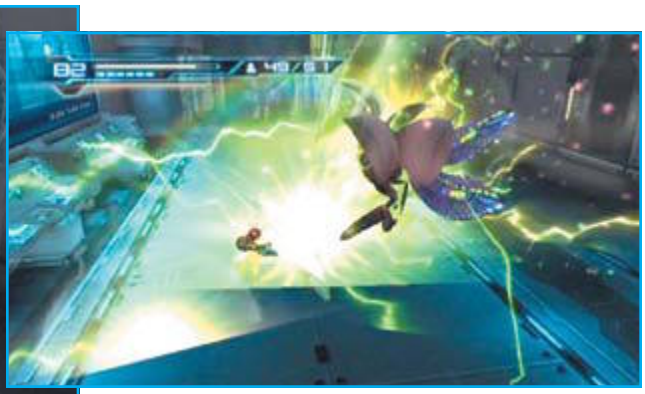
Even though the item you seek is on the Main Sector, you'll need to adventure all over the ship to reach it: There is no direct route to the item's location since the elevator that leads to the item is disabled.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

tip

Rather than set out to complete this final mission immediately, be sure to scour the BOTTLE SHIP and pick up all the remaining items. For a more thorough list of items and their locations, skip to the "Item Locations" chapter.



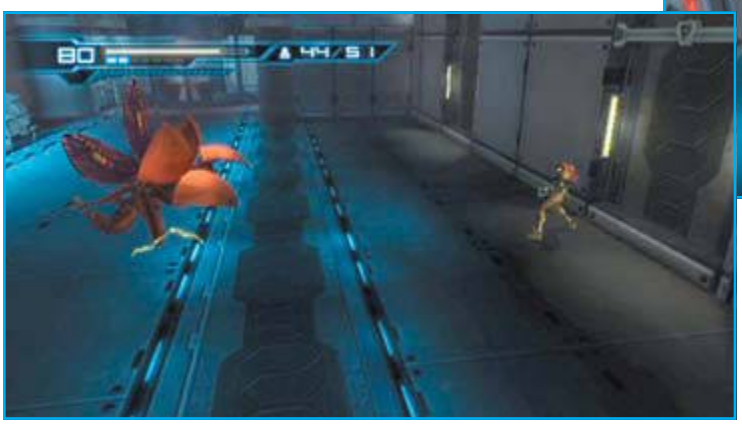


Trek through the Main Sector until you reach the room with a large circular hatch that requires a Power Bomb to open. Drop a Power Bomb to activate the hatch. Surprisingly, it's not a hatch at all, but rather a dormant Desbrachian!

The Desbrachian is a tricky, speedy enemy. Keep your Charge Beam ready and dodge its swift attacks by strafing around it. SenseMove out of the way and release your Charge Beam blast. Repeat this process until it tires.



If the beetle-like creature shells up, coax it back out with a Power Bomb, then resume your attack.



Once the creature has taken enough damage, it'll slump over and pant. Rush the weary creature and put it away with a Lethal Strike. When the Desbrachian is down, go through the passageway on the right to the BOTTLE SHIP Residential Area.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

BOTTLE SHIP Residential Area



Destroy the Super Kihunters in the Residential Area to clear the room.

Energy Part!





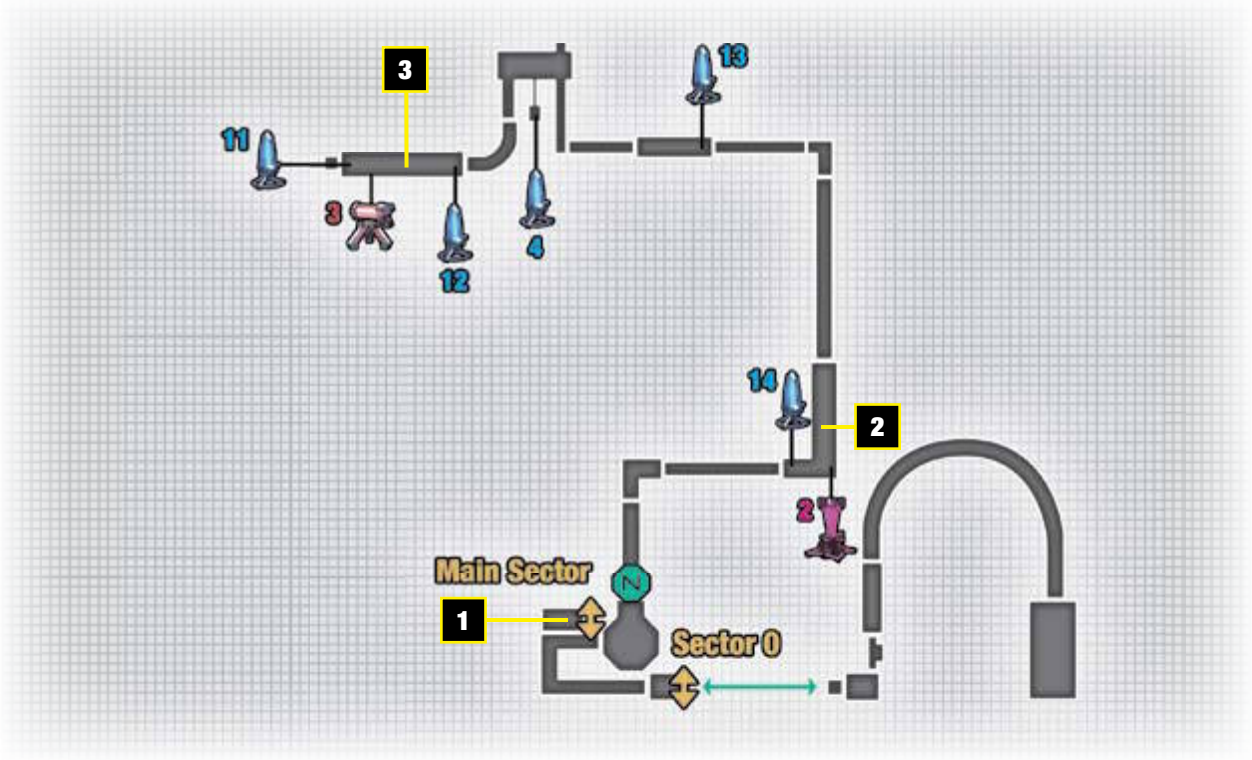
To reach the Energy Part perched high atop the tower at the center of the room, run around the tower to activate your Shinespark ability. Jump straight up into the air and Space Jump over to the top of the tower.

Enter the hall on the other side of the Residential Area and blow past the Cyclaws in your way. Stop at the Navigation Booth to save, then enter the elevator to Sector 2.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Sector 2





The elevator to Sector 2 leads to a small room with a dormant Desbrachian. Wake it with a Power Bomb and take it out! Pass through the hatch on the right and make an immediate left into the room where you battled Nightmare.





Drop down to the lower level and exit the room, stopping to save at the Navigation Booth. Speed up Sector 2, past the halls with the strange gravitational effects, and return to the room with the large fans along the far wall. Take the far right pathway out of that room.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Energy Part!

Use a Power Bomb to wake the Desbrachian in this room and defeat it. Behind it is a hatch to a small room holding an Energy Part.

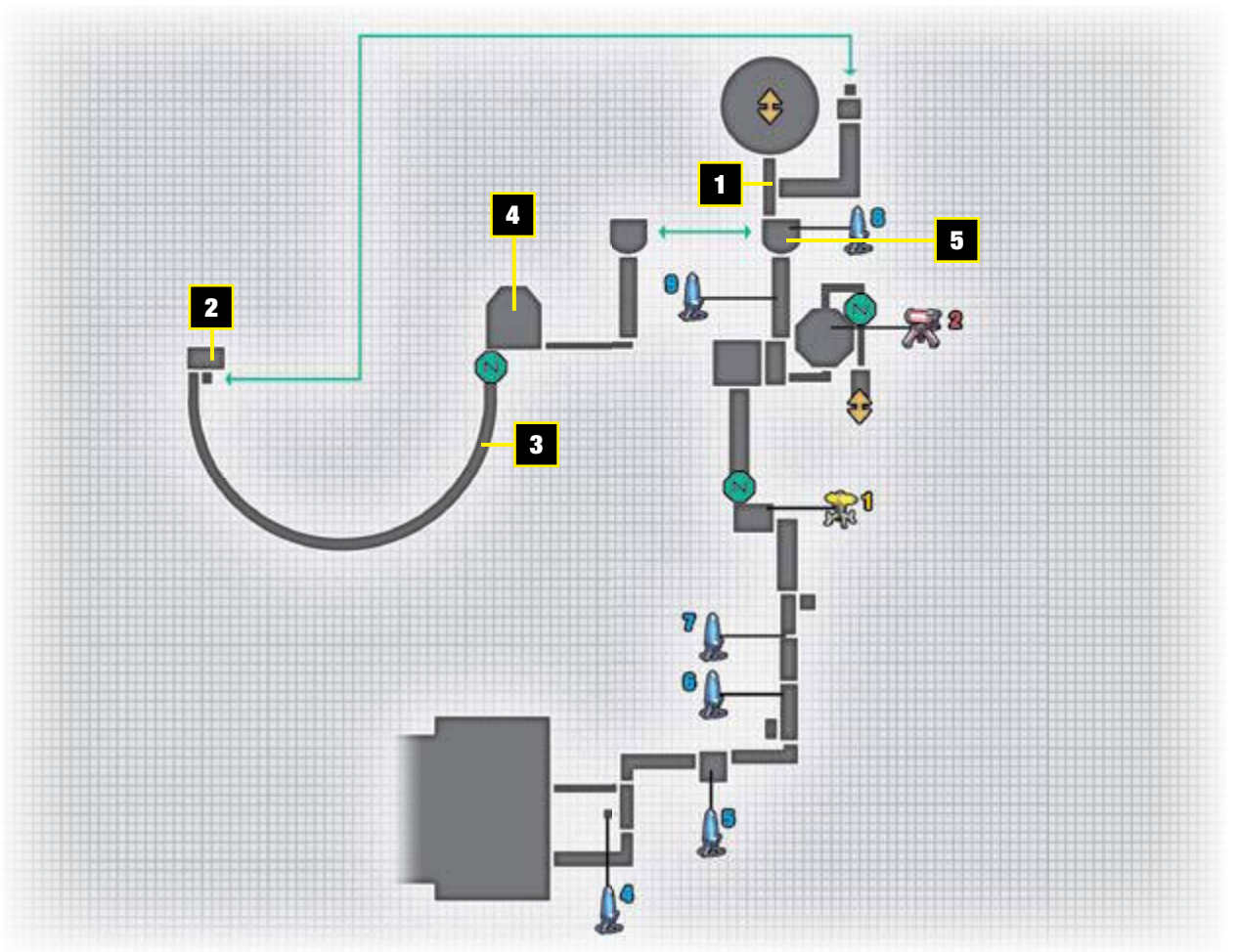






Stop by the long room with two frozen fans at the far end. After grabbing the Energy Part from the Desbrachian's hole, make a right and exit the room en route back to the Main Elevator room of Sector 2. Take the elevator to the Main Sector.

Main Sector



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Leave the Main Elevator room and explore the halls leading back toward the docking bay. Find the dormant Desbrachian on the right and wake it with a Power Bomb. Defeat it quickly, then proceed through the hatch on the right. Follow the corridor to an elevator and ride it to the next level.

Exit the elevator and turn left into the next hall. The hall is long and curved, bending back around toward the sealed area of the Main Sector. The hall, however, contains a gauntlet of enemies. With each section of the hall, you'll encounter a new batch of enemies.



Enemy Battle 1: Mighty Griptians



The first pair of enemies are Mighty Griptians. Their armor is strong enough to withstand your Screw Attack, so use a series of Charge Beam blasts and Super Missiles to wear them down. Mix in the occasional Screw Attack as you move away from them and inflict damage often. Once they're weakened, either finish them off with a Super Missile or a Lethal Strike.

Enemy Battle 2: Ghalmanians

The next section is home to Ghalmanians. They're no more difficult than before, so use Search View to locate them while they are invisible and blast them with missiles. Once they're visible, use Screw Attacks to finish them off quickly.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Enemy Battle 3: Asboreans and Zebesians



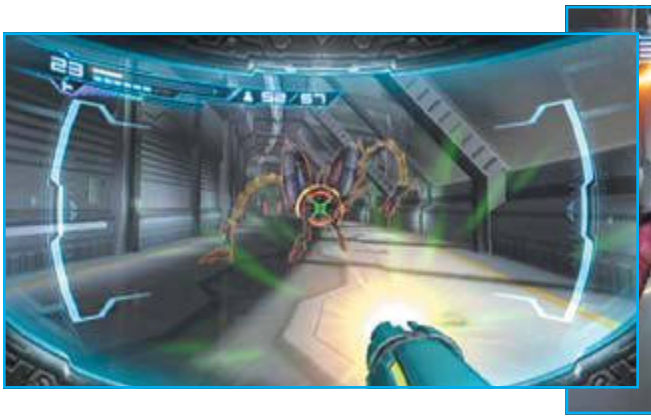
After the Ghalmanians, you'll face Asboreans. These creatures are very susceptible to your Screw Attack. Use it to dispatch them quickly. As soon as the Asboreans are out of the way, several Zebesians show up looking for a fight. Screw Attack them to move past easily, then proceed to the next section of the curving hallway.

Enemy Battle 4: Kyratians, Super Kihunters, and Zebesians

Continue using your Screw Attack to cut through the next batch of enemies—Kyratians and Super Kihunters—and resume your dash down the hall. Just before you make it to the next section, a new batch of Zebesians attempts to slow you down. Breeze past them with any attack.



Enemy Battle 5: Rhedogians





The final group of enemies are Rhedogians. You can't breeze past these creatures with simple Screw Attacks. Instead, use your entire repertoire of attacks to dispatch these speedy creeps. Blast them with Super Missiles to keep them at bay, and SenseMove out of the way when they attack you.

Whittle them down until they stagger back, then rush in for a Lethal Strike. Save your progress at the Navigation Booth at the end of the hall, then enter the Control Bridge.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Boss Battle: Phantoon



As soon as you enter the Control Bridge, a huge, brain-like monster appears on the outside of the ship! It's Phantoon! Without hesitation, the massive monster attacks, sending eyeball projectiles and Rage Hands at you! SenseMove out of the way while you power up the Charge Beam, then fire the Charge Beam at Phantoon's large eye between SenseMoves.

If Phantoon swipes at you with its tentacle, leap over it and immediately fire a Super Missile at its eyeball in retaliation. When the monster fires its laser into the room and creates a damaging well of energy, move far away to avoid stepping on it. If you land on it, it'll knock you back, leaving you vulnerable to its other attacks.



Stay on the move, dodging the floating eyeballs, and using Screw Attack to destroy the Rage Hands, and continue to blast Phantoon's eyeball with your projectiles. Super Missiles are the most effective, but Charge Beam blasts will get the job done, too.

Keep the pressure on the monster until its eye either explodes, or it falls onto the floor of the Control Bridge. If it falls onto the bridge, rush it and finish off Phantoon with a Lethal Strike. Use the Grapple Beam to swing out of the room and into the next hallway.



Take the hall to an elevator and hop in. On the way down, the elevator gets stuck, so blow it open with a Power Bomb. Drop down to the base of the elevator shaft.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Missile Tank!

At the bottom of the elevator shaft is another Missile Tank. Jump up and grab the left edge of the half-circle vent behind the elevator and pull yourself in. Roll over to the small crate and use a Normal Bomb to bust it open. Grab the Missile Tank and roll out.





SPOILER

Exit the elevator room and enter the control room where Adam was stationed to find the item you're looking for. Once you grab it, the BOTTLE SHIP begins to self-destruct! You've got five minutes to speed out of the Main Sector and back to the docking bay.

Storm out of the room via the hatch on the right, and jump out of the glass window. Follow the corridors down toward the docking bay and don't stop! Press the Jump button to slide under obstacles and maintain full speed as you go. If you reach gates, hit them with a Charge Beam blast to lift them then jump into a full sprint again.

Even though the ship is crumbling around you, you've got more than enough time to make it back to your gunship. Sprint down the stairs and make it to your escape vessel to end your final mission.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

ITEM LOCATIONS

The following chapter details all the items you can find in the game. Pay close attention to the description of each item's location. The abilities you need are in bold and color-coded so that you can easily decipher whether you're able to get it in your current state. For example, if you see that an item's location requires the use of **Shinespark**, but you have yet to acquire that ability, you can safely pass it by and return to that item later.

That is also why the item numbers are scattered all over the map, rather than in a linear path. For example, Accel Charge 1 is located close to Accel Charge 3 on the same map (Sector 3). When you encounter Accel Charge 1, you don't need any special abilities to attain it, but Accel Charge #3, even though it is nearby, requires abilities that you may not have when you first come across it. Always be sure to check the map for item locations, then cross reference what abilities you need to acquire the item with the abilities you currently have in game.

note

As stated before, the majority of the items you acquire throughout a normal playthrough are listed here. However, in the interest of maintaining a critical path—a linear path to accommodate the game's plot—in the walkthrough section of this book we don't backtrack or go out of the way to acquire items that aren't nearby critical points in the story. Instead, we list all the items here. That way, players who don't want to stray from the story aren't forced to and players that want to get everything in the game still have everything they need to venture out on their own and find every item.

tip

Scour every nook and cranny of the BOTTLE SHIP and acquire every item. Once you've gotten 100 percent of the items, you unlock the Hard difficulty setting. In the Hard difficulty setting, you play the entire game with zero items. No extra tanks, no extra missiles, nothing.

note

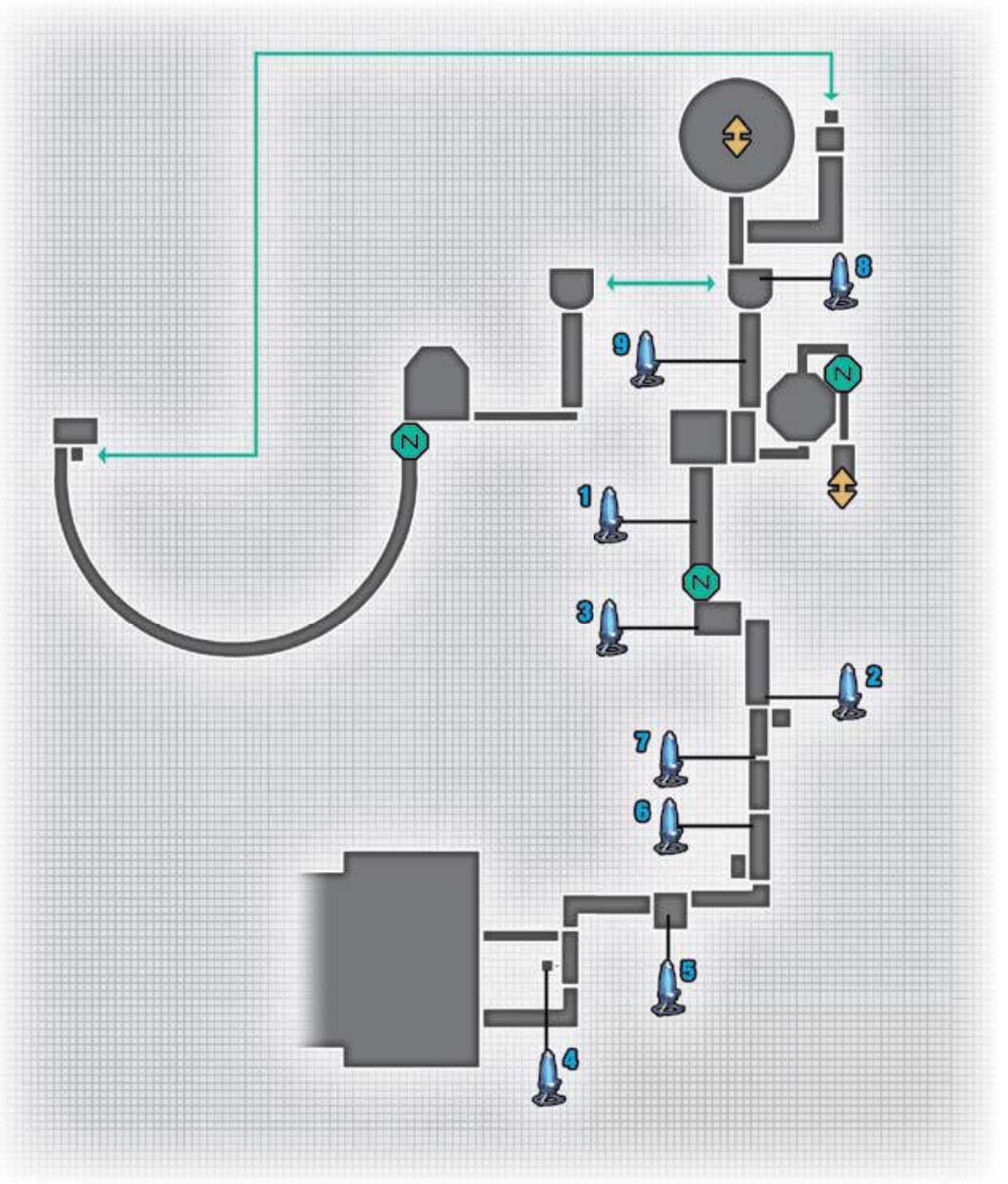
If you see that an item that requires you to defeat a Desbrachian, then you'll require your **Power Bombs** in order to wake it. That means you won't be able to get the item until after you've beaten the game once.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Missile Tanks

Main Sector



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

ITEM LOCATIONS



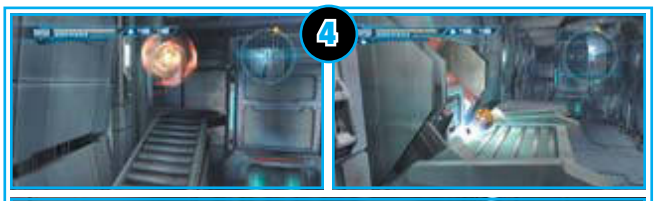
After clearing the hallway, use **Morph Ball** mode to drop into the grating on the right side of the hall, where the Geemer tried to ambush you. Drop into the vent and roll all the way down the length of the hall. Drop a Normal Bomb when you reach the small gate, then continue rolling down to find a Missile Tank!



There is a Missile Tank at the near end of this room. Walk down the long room after killing the Side Hoppers and **Kick Climb** up the narrow wall. At the top right will be your next Missile Tank.



After using the computer console to lift the fallen walkways that line the sides of the room, hop onto the walkway on the left, second from the top. Use **Morph Ball** to roll into a small vent area, where you'll find the another Missile Tank!





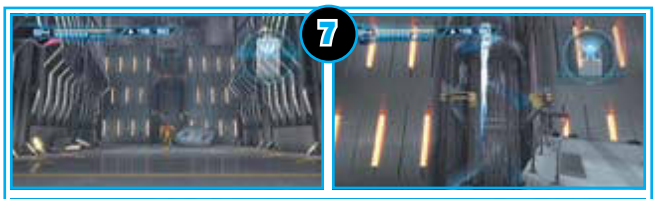
From the top of the stairs turn and face the far wall. **Space Jump** toward the opposite side of the room and float over to a series of small platforms. Drop into **Morph Ball** mode and place a bomb near the vent opening to blow it open. Roll into the vent to find a Missile Tank.



In **Morph Ball** mode, drop a bomb on the grating on the floor, then drop into the area beneath the flooring. Roll up and pick up the Missile Tank.

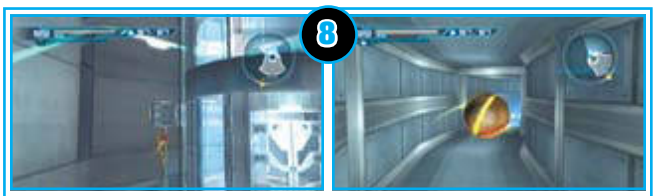


Use a Normal Missile to blow open the small hatch on the left wall in this room, then drop into **Morph Ball** mode and roll into the vent that leads back to the docking bay. Grab the Missile Tank on the catwalk.





Back up into the room outside this long hall and get a running start into this room. Use **Shinespark** and leap straight up just as you reach the shaft in the room. You land inside a small room holding a crate with a Missile Tank.



At the bottom of the elevator shaft is another Missile Tank. Jump up and grab the left edge of the half-circle vent behind the elevator and pull yourself in. Roll over to the small crate and use a Normal Bomb to bust it open. Grab the Missile Tank and roll out.

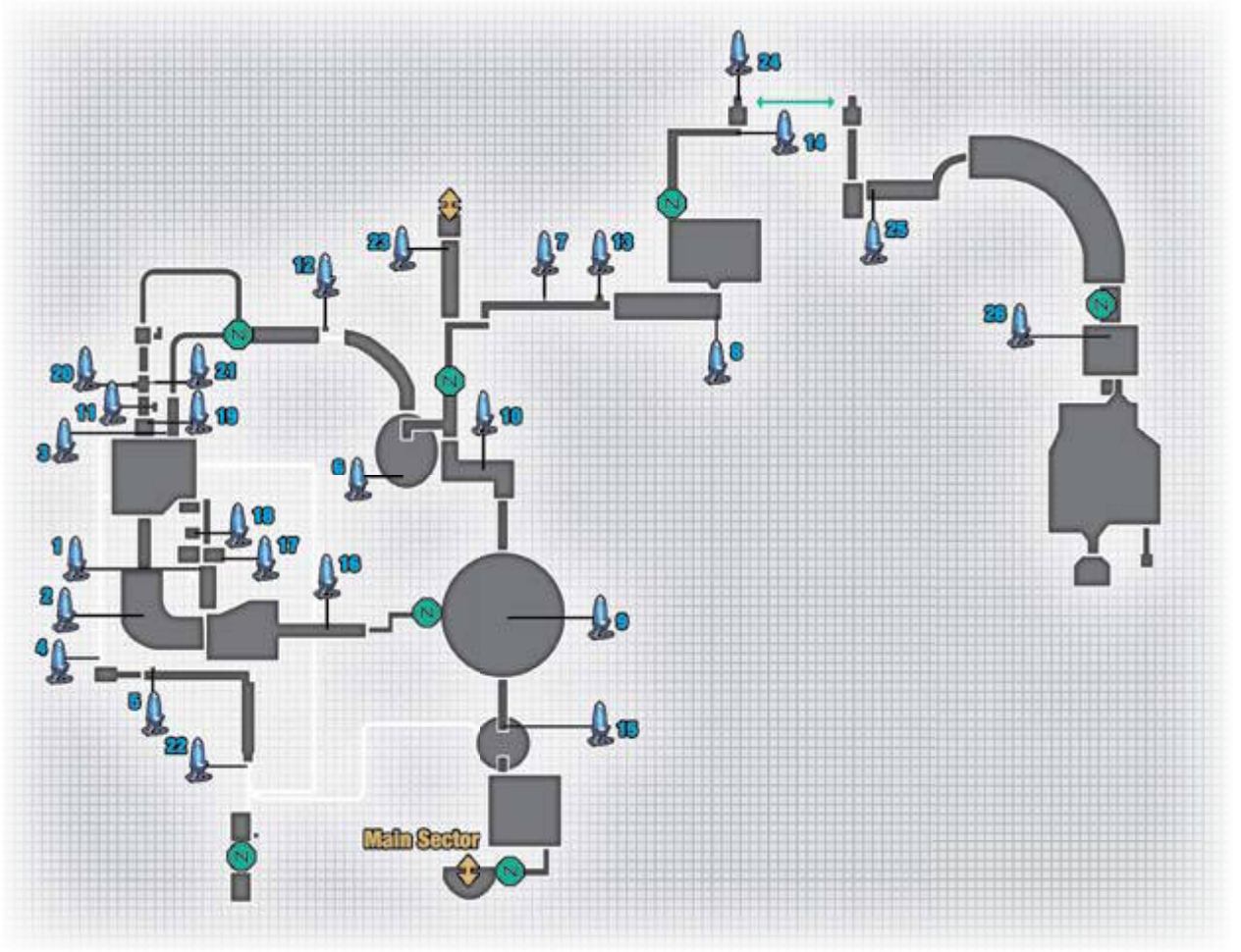
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M



To get the Missile Tank in this hall, get a running start from the room before it and run up the hall until you hit full speed. Use **Shinespark** to leap straight up into the shaft and land in a small room high above the hallway. Use a Normal Bomb to destroy the crate and get the Missile Tank.

Sector 1





There is a Missile Tank inside the small vent at the far end of this corridor. To see it, roll through the small hole in the glass on the left, then use Search View in the farthest vent down the corridor. To grab the Missile Tank, however, exit the glass area and walk down the corridor to its end. Jump up to grab the edge of the open vent along the left wall, then pull yourself up—you'll **Morph Ball** into the vent where you can reach the Missile Tank easily.



After deactivating the force fields, backtrack down the path a little bit to find a new part of the area revealed. Jump up the concrete structure on the left to find another Missile Tank.

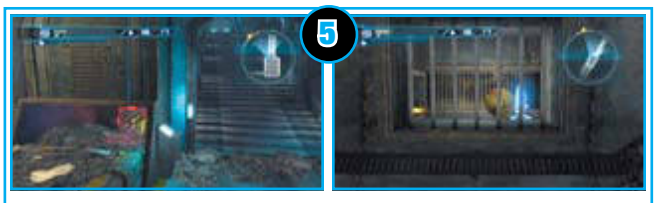
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



There is another Missile Tank inside the hall leading out of the Experiment Floor 1. Simply drop into **Morph Ball** mode, roll into the hole on the left side of the hall, and drop a Normal Bomb to destroy the Geemers blocking your path. Once they're out of your way, grab the Missile Tank in the little cranny.



At the end of the pathway, you'll reach a small circular hole. Jump over it and roll over to the Missile Tank at the very end. If you drop into the hole before grabbing the Missile Tank, use Normal Bombs to jump out of the hole and back up to the top section where the Missile Tank sits.



In the Scrap Block, first use a Normal Missile to destroy the debris on the left side of the room. The debris reveals a small tunnel at the base of the far left wall. Use **Morph Ball** mode to roll into the small tunnel and follow it to its end. Use a Normal Bomb to destroy the grating in your way, and pick up the Missile Tank at the tunnel's far end.



About halfway up the tall plant in the Biological Experiment Floor, you can see a Missile Tank on a ledge below you. It's not attached to the rest of the spiral walkway but instead is on a ledge of its own. Drop down from your ledge to grab it.



Halfway across the tank of water is a small vent on the left side. Inside that vent is a Missile Tank. Hoist yourself up to it and grab it.



In the near-right corner of this water-filled room is a small tunnel containing a Missile Tank. Drop into **Morph Ball** mode and roll in to get it.



After you attain the **Shinespark** ability, you can grab the Missile Tank in this room. Run up the spiraling walkway surrounding the tall plant trunk. When you near the end of the walkway, use **Shinespark** to leap straight up into the air and land on a platform holding the Missile Tank.



Use the **Grapple Beam** to swing onto the ridge at the center of this room. While on this ridge, drop into **Morph Ball** mode, use a Normal Bomb to destroy a small rock blocking a hole, and roll into the small hole on the ridge's lip. Inside is a Missile Tank!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M



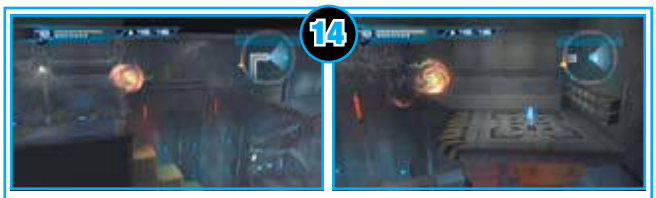
On the left side of this hall is a sealed door. Blow it open with a **Super Missile,** then go inside to find a Missile Tank.



Using a **Super Missile**, blow open the hatch high atop the far wall. Once it's open, roll onto the platform in the middle of the room and **Space Jump** across the room into the niche in the wall. Land in the niche to find a Missile Tank.



To get this Missile Tank, you'll need the Gravity Suit upgrade so that you're not affected by the liquid gravitational effect. Once you've got that, simply use your **Speed Booster** ability to barrel through the grating at the end of this underwater hallway and find a hidden room. The Missile Tank is inside the small room.



Stand at the top of this room, where the L-shaped hallway meets the storage area, and **Space Jump** over the room into a small ledge containing this Missile Tank.

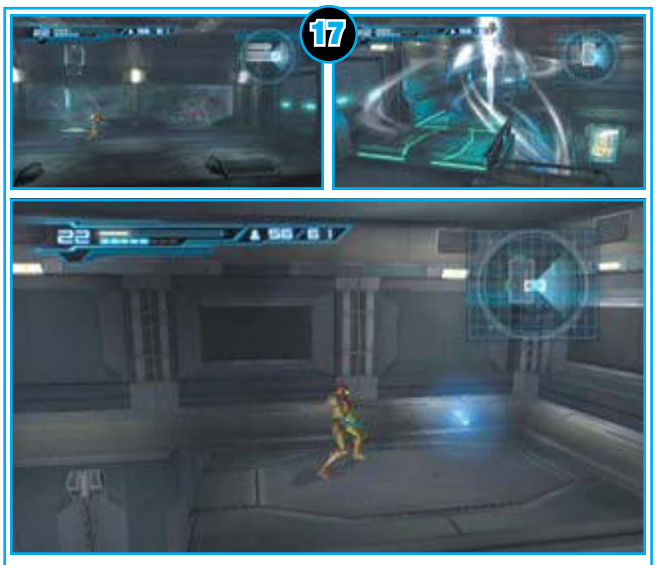


To reach this hidden Missile Tank, you must first destroy Nightmare. After facing Nightmare, the **Grapple Beam** anchor just outside this room will drop. Stand near the edge of the room and use your **Grapple Beam** to swing out past the broken glass dome. Drop a Normal Bomb to break the crate and pick up the Missile Tank.



Acquiring this Missile Tank requires many of your skills. As you slide down the long, declining hallway, use a **Super Missile** to break the hatch overhead. Upon reaching the bottom, turn around and use your **Speed Booster** ability to sprint back up the hall. Now turn around and slide down the hall a second time. This time, however, use your **Grapple Beam** grab onto the anchor floating overhead. The anchor pulls you up into a long shaft where you'll find the Missile Tank.

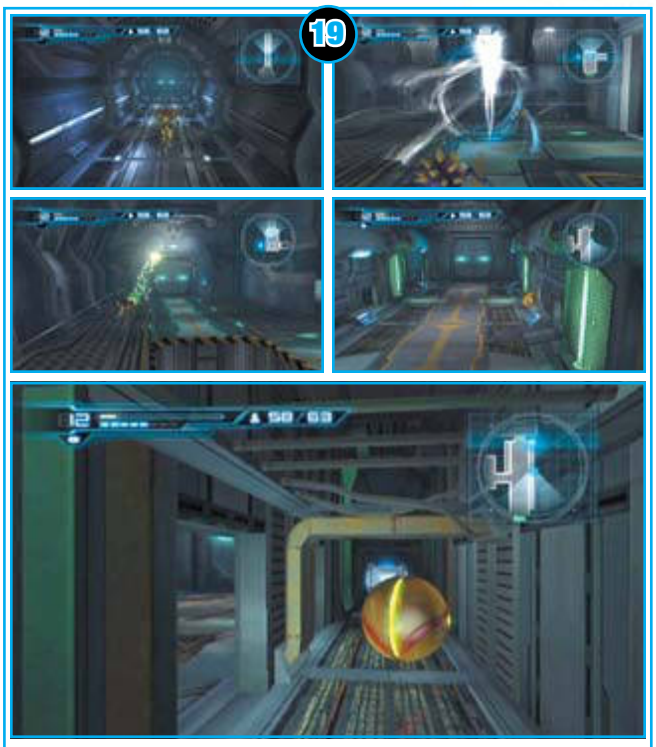
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



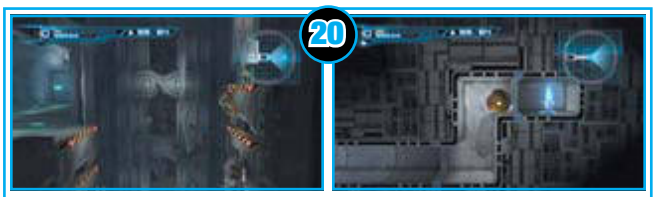
To reach this Missile Tank, first use a **Super Missile** to open the hatch in this hallway leading to this room. Then get a running start in the hallway and use **Shinespark** to jump straight up immediately after passing through the doorway. You'll jump up a long shaft into a small room with a Missile Tank.



Return to this hallway after your encounter with Nightmare to find that the first hatch on the left has been open. Go inside and **Kick Climb** up the wall to find a room with a Missile Tank in it.



To reach this Missile Tank, begin by sprinting through the hallway inhabited by Bulls, and using **Shinespark** to jump straight up the shaft overhead—launch yourself just as you reach the debris on the ground. In the next room, destroy the pests there, then drop down into **Morph Ball** mode. Roll into a vent on the right and find the Missile Tank power-up tucked inside a crate.



Climb to the highest point in this shaft and grab hold of the hand support on the right. Pull yourself into the small vent in **Morph Ball** mode and roll over to the Missile Tank inside.



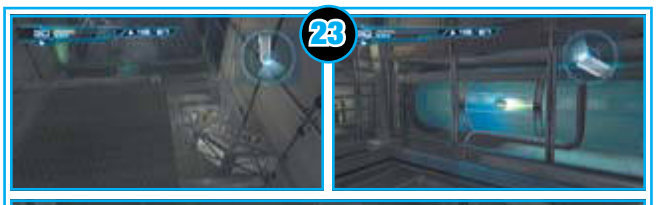
To get this Missile Tank, slide down the left side of the tall shaft you used to reach Missile Tank 19. As you slide down, you'll come across a small vent opening. Pull yourself into the vent in **Morph Ball** mode to find the Missile Tank.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M



Get a running start down the long, dirt tunnel and use **Shinespark** to leap straight up in the air. The leap lands you on a ridge with a small crate. Bust the crate open and claim the Missile Tank.





There is a Missile Tank hidden behind the far wall in this room. Drop into **Morph Ball** mode and explore the bottom-right corner of the room. Find a small vent and roll into it. Follow the vent to its end and locate the crate containing the Missile Tank.



High above this room is a small crate suspended by a crane. Blow it open with a Normal Missile to reveal a Missile Tank. Once the crate is blown open, the Missile Tank falls to the ground.



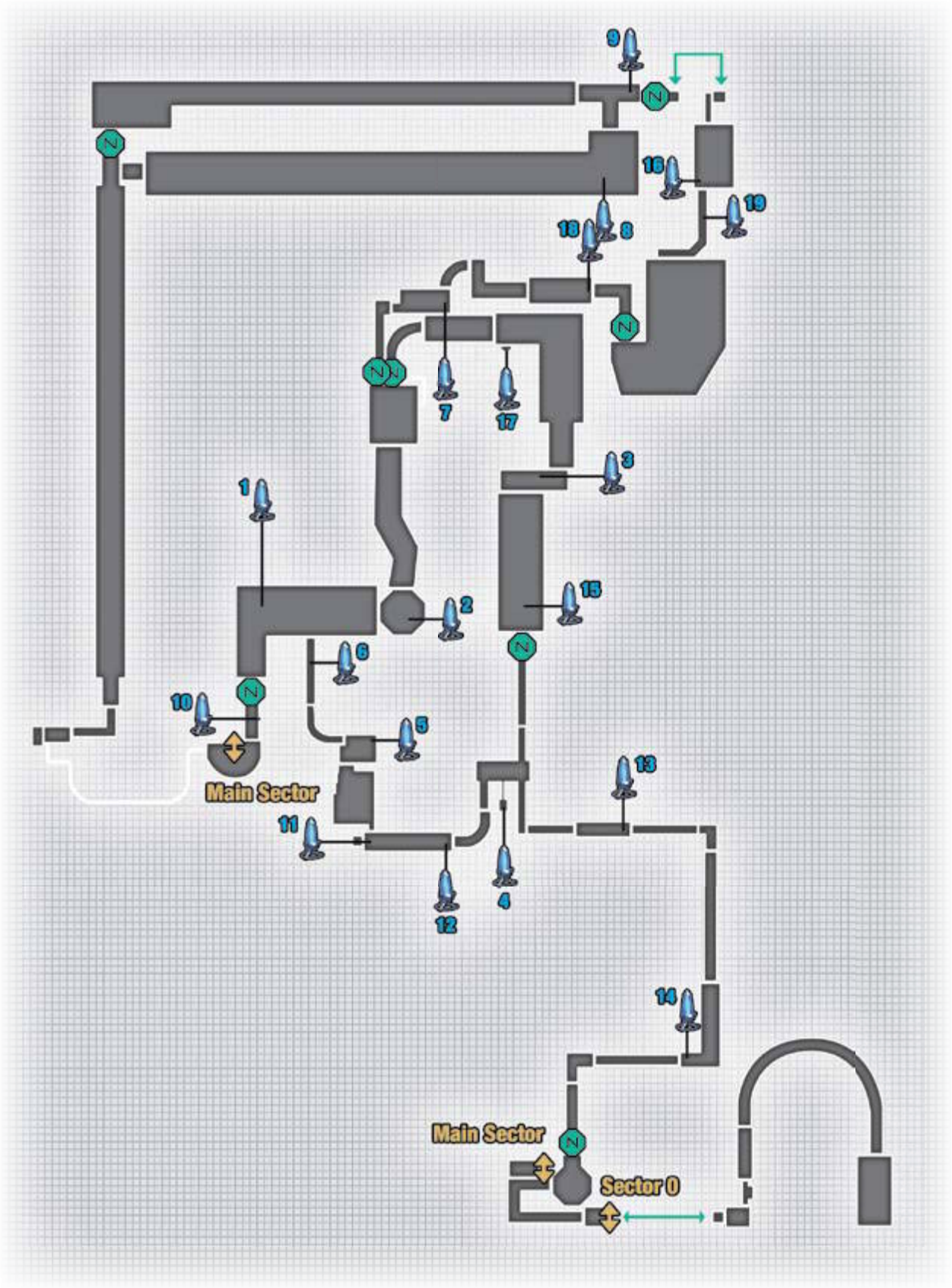
This hall is divided into two sections. Half of it is sealed behind a pane of glass. After acquiring your **Wave Beam** enhancement, use the Charge Beam to activate the small circular plate on the opposite side of the glass. It opens a window in the glass that allows you to step inside the sealed area where the Missile Tank is sitting.



To get to this Missile Tank, return to the large room leading to this one. Go all the way to the left edge of the room, where the paved road is, and back up. Get a running start toward the upper end of the room and use **Speed Booster** to bust through a dirt tunnel. This tunnel leads into the next room where the Missile Tank is.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Sector 2



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M



There is a Missile Tank underneath one of the fallen ice pillars at this location. Use **Morph Ball** mode to roll under the pillar and pick it up.



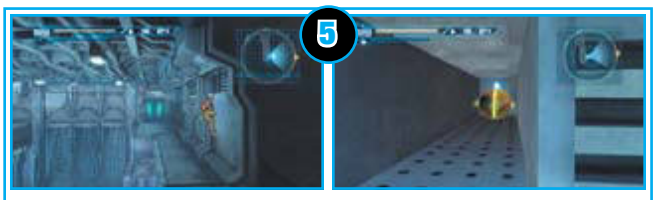
A Missile Tank waits on the far-right end of the pool. Grab it while you're underwater.



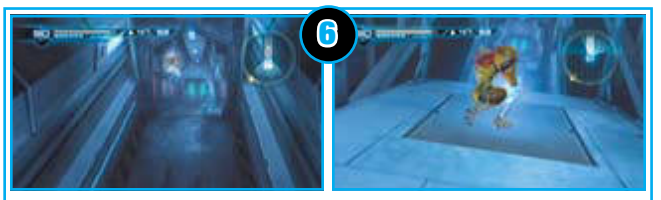
There is a Missile Tank in a small compartment high above this room. Walk to the broken vent in the far-right corner of the room, near the hatch, and grab onto the vent. Pull yourself into it and you'll enter into **Morph Ball** mode. Roll along the vent to its end and then jump into the room above it. The Missile Tank is in the small room.



Freeze the middle fan with your Charge Beam, the hoist yourself into the small shaft just beneath the fan blades. Roll into the shaft to find a box with a Missile Tank in it.



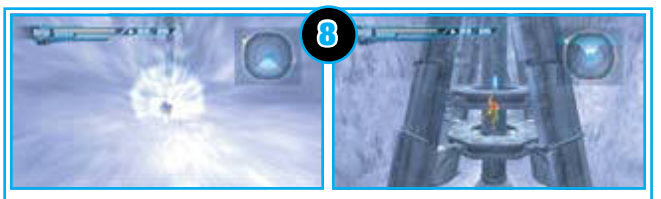
There is a Missile Tank inside a small vent in the near-right corner of the Water Tank. Follow the right wall down until you see it, then pull yourself up into the shaft. Roll over to the Missile Tank to grab it.



After busting through the ice walls on the incline, you can grab the Missile Tank high above the ramp. Walk past the incline, across the snow-covered bridge, and into the alcove across the way. Get a running start and run toward the top of the incline. Just as you are about to reach the descent, use **Shinespark** to leap straight ahead and onto a small platform high above the incline. Grab the Missile Tank, then drop back down. You can also reach this platform by **Space Jumping** from the top of the ramp to the platform.

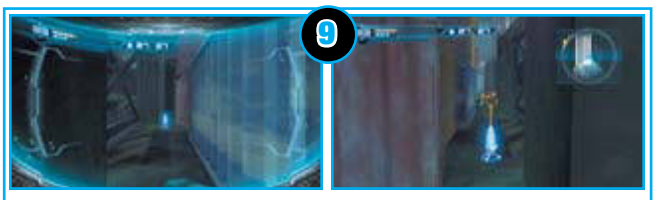


Once you've got hold of the highest yellow strip along the spinning tower here, ride it until you're facing the nearest wall (the screen). Jump out toward the near wall to land on a small platform, then follow the platform right until you find the Missile Tank.



There is also a Missile Tank on the structure hanging high above where the two pathways intersect. To reach it, go all the way to the to the far end of the adjacent path, then run back down to the main path. Just as you reach the small blip on your radar, use **Shinespark** to launch yourself straight up onto the platform overhead. Roll around to the opposite side of the platform to find your Missile Tank. You can also return to this room after the avalanche has filled the room. Once that happens, you can use the **Grapple Beam** to pull yourself onto the snow-covered tower and grab the Missile Tank.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Drop to the bottom level of this tall room and examine the near wall. Tucked away in the near-right corner of this room is a Missile Tank. Squeeze in between the crates and the right wall to find it.



High atop the right wall in this hall is a small sealed hatch. Use a **Super Missile** to open it up, then crawl into it to find a Missile Tank.



There are two Missile Tanks in the overhead pipe running across the length of this room. To reach it, back up to the room's lower entrance and run toward the control center at the far end. Just as you reach the small dip in the floor, use **Shinespark** to jump straight up into a hole in the pipe. Pull yourself into the pipe and roll forward to find the first Missile Tank. The other Missile Tank is at the opposite end of the pipe.





Kick Climb under the fence and destroy all of the Snomers in the room with the ledges. Climb onto the second lowest ledge to see a Missile Tank wedged into a nearby vent. To reach it, hug the far wall, then **Space Jump** over to the vent opening on the left of the ledge. Grab the vent, then pull yourself into it. Roll over to the Missile Tank to claim it. This one can be a bit tricky since you're upside down when you first come across the Missile Tank. If you have a hard time grabbing it now, it may be worthwhile to come back once you're no longer affected by the gravity pull.





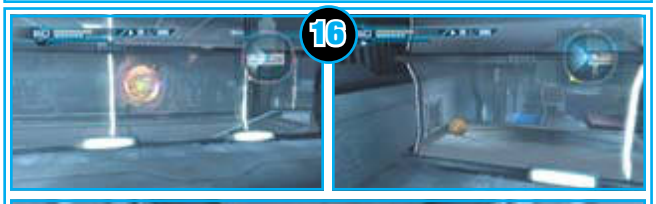
After attaining the Gravity Feature, you can grab the Missile Tank in this hallway. Approach the **Grapple Beam** anchor at the end of the hall then swing from it to the narrow gap between the wall above you. **Kick Climb** up the gap until you reach a small room with the Missile Tank.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

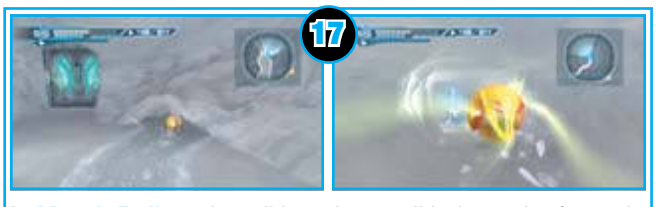


After obtaining the Gravity Feature for your suit, you will no longer be negatively effected by water physics. Return to this area and **Space Jump** up to the small hole in the wall. Pull yourself up into the short tunnel and grab the Missile Tank.

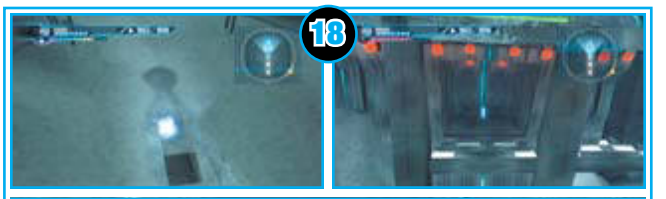




After acquiring the **Space Jump** ability, return to this room and go to the top of the stairs. Face the stairs and then **Space Jump** out. Continue using **Space Jump** in midair until you reach a small ledge overhead, then drop into **Morph Ball** mode and roll into the small vent to find a Missile Tank.

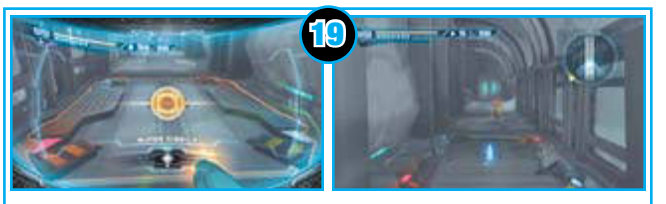


In **Morph Ball** mode, roll into the small hole on the far end of this room, just right of the exit hatch. Follow the tunnel to the Missile Tank.





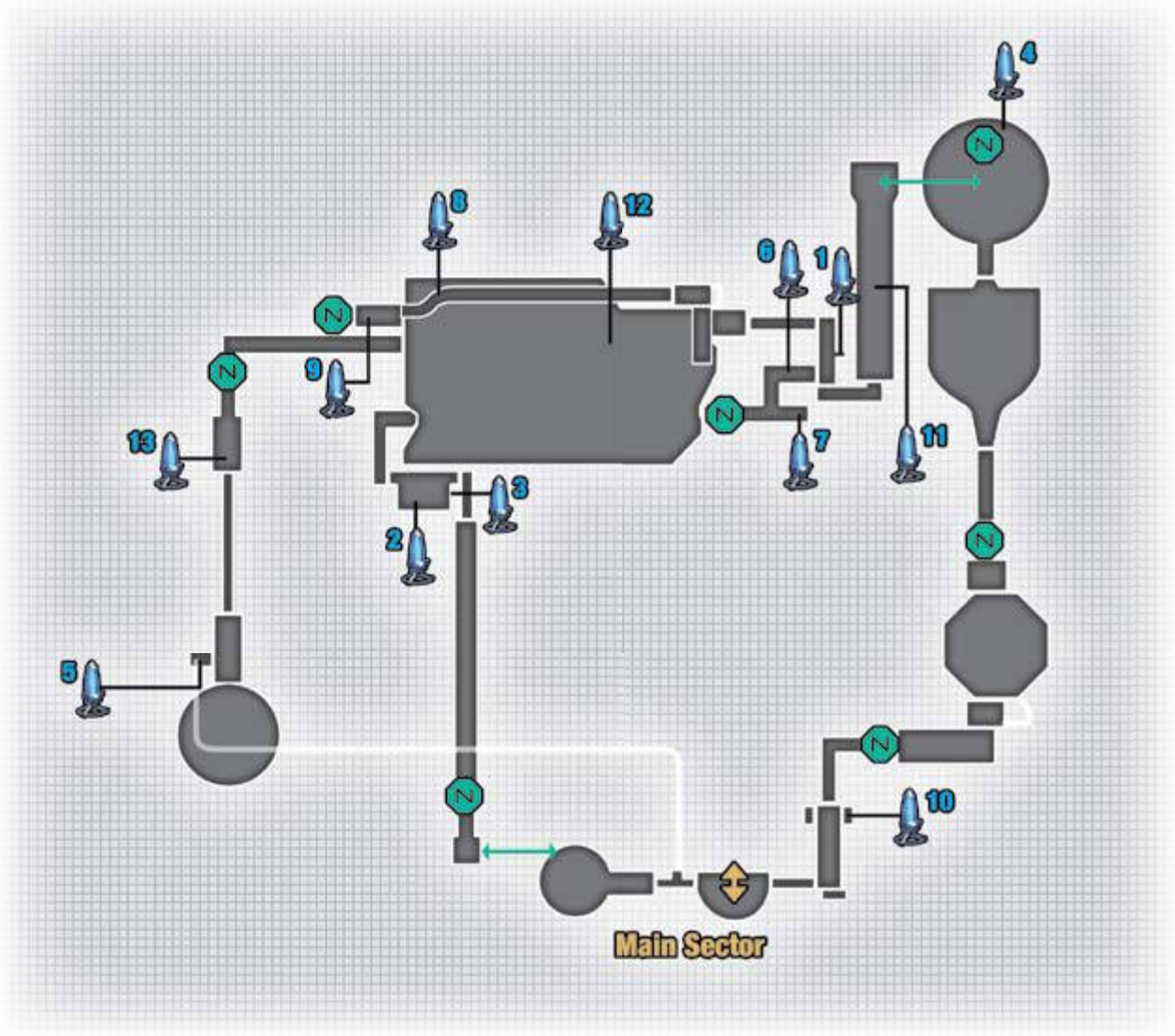
Drop down to the lower level of this room and roll into the third small, square vent in the floor. Set off a **Power Bomb** to destroy all of the creatures in the surrounding tanks. When they're eliminated, a hatch slides open near the far end of the lower level. Climb back up to the area where you entered this room and **Space Jump** down to the open hatch to claim a Missile Tank.

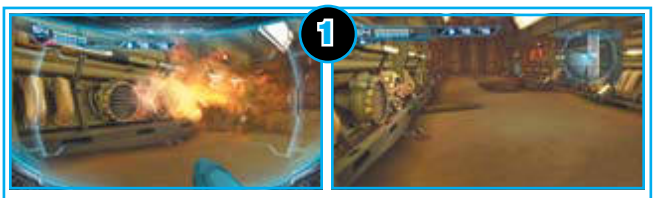


Use a **Super Missile** on the hatch in this tunnel to blow it up, then claim the Missile Tank underneath it.

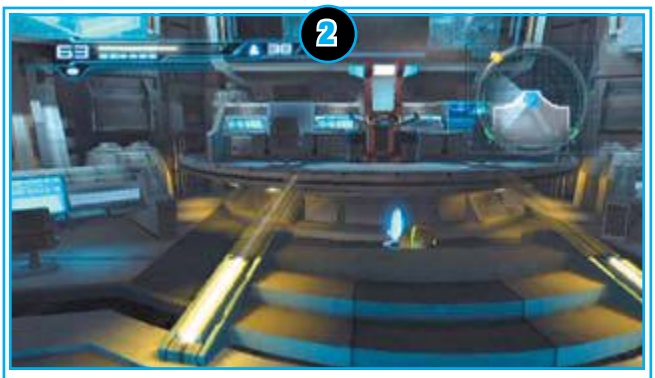
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Sector 3





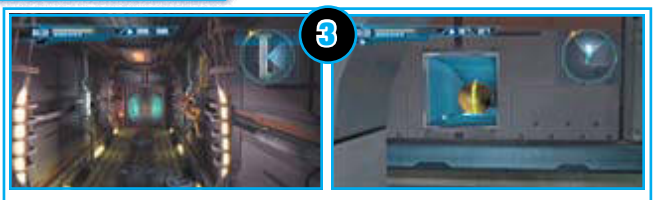
After clearing this room, take a minute to examine the flame vents on the room's left side in Search View. One of them will allow you to lock on to it. Blow it open with a missile, then jump into it in **Morph Ball** mode to find a Missile Tank!



There is a Missile Tank hidden underneath the stairs at the far end of this room. Drop into **Morph Ball** mode to roll under the stairs and grab it.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

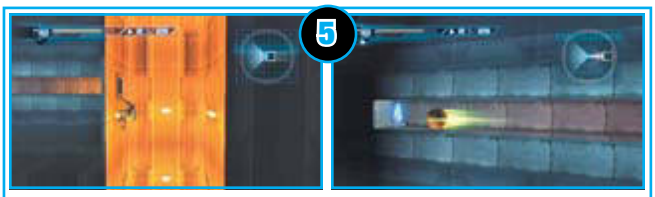
Metroid: Other M



After exiting the Floor Observation room through the left hatch, walk up the corridor and locate a vent along the right wall. Hoist yourself into it then follow the vent to a Missile Tank pick-up. The vent exits back in the Floor Observation Room.



After climbing up the long winding walkway, turn left and enter a small vent. As soon as you roll into the series of vents in this room, take the path on the right. It leads to a dead end, but that dead end has a Missile Tank in it!



While in this shaft, slide down the left wall until you come upon a vent opening. Grab the vent, then pull yourself into it. Roll over to the Missile Tank inside to pick it up.



At the end of this hall, look up to the top of the shaft. Locate a sealed hatch and blow it up with a **Super Missile**. Once it's open, jump out and **Kick Climb** up into a room with the Missile Tank!





After acquiring your **Space Jump** ability, return to this shaft and drop all the way down. Bounce off the small fence area and **Space Jump** left, over the lava. On the other side of the lava is a ledge with a Missile Tank. This one is a bit tricky, so you may have to try more than once.





Hidden underneath the tube in this section of the Pyrosphere is a Missile Tank. To get it, you must first unlock the hatch that leads to it by hitting the small circular plate just right of the tube. Blast it with a Charge Beam after you've acquired the **Wave Beam** enhancement, and the hatch on the floor of the tube unlocks. Drop into **Morph Ball** and roll into the vent under the tube to find the Missile Tank.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



There's a Missile Tank in this small room, just underneath the lower staircase. Blast open the hatch with a **Super Missile**, then drop in to get the Missile Tank.



Use a **Power Bomb** to wake the **Desbrachian** in this room and defeat it. Behind it is a hatch to a small room holding a Missile Tank.



Stand in front of the anchors floating over the lava and **Space Jump** out, over the lava. Slowly float over to the wall in the center of the room where the Missile Tank is sitting. Grab it, then use your **Grapple Beam** to swing out.



Hop from rock to rock across the lava until you find a tall, spiky stone sticking out of the lava. Drop into **Morph Ball** mode and drop a **Power Bomb** to blow up the nearby spike. The explosion reveals a Missile Tank. Hop over to grab it.

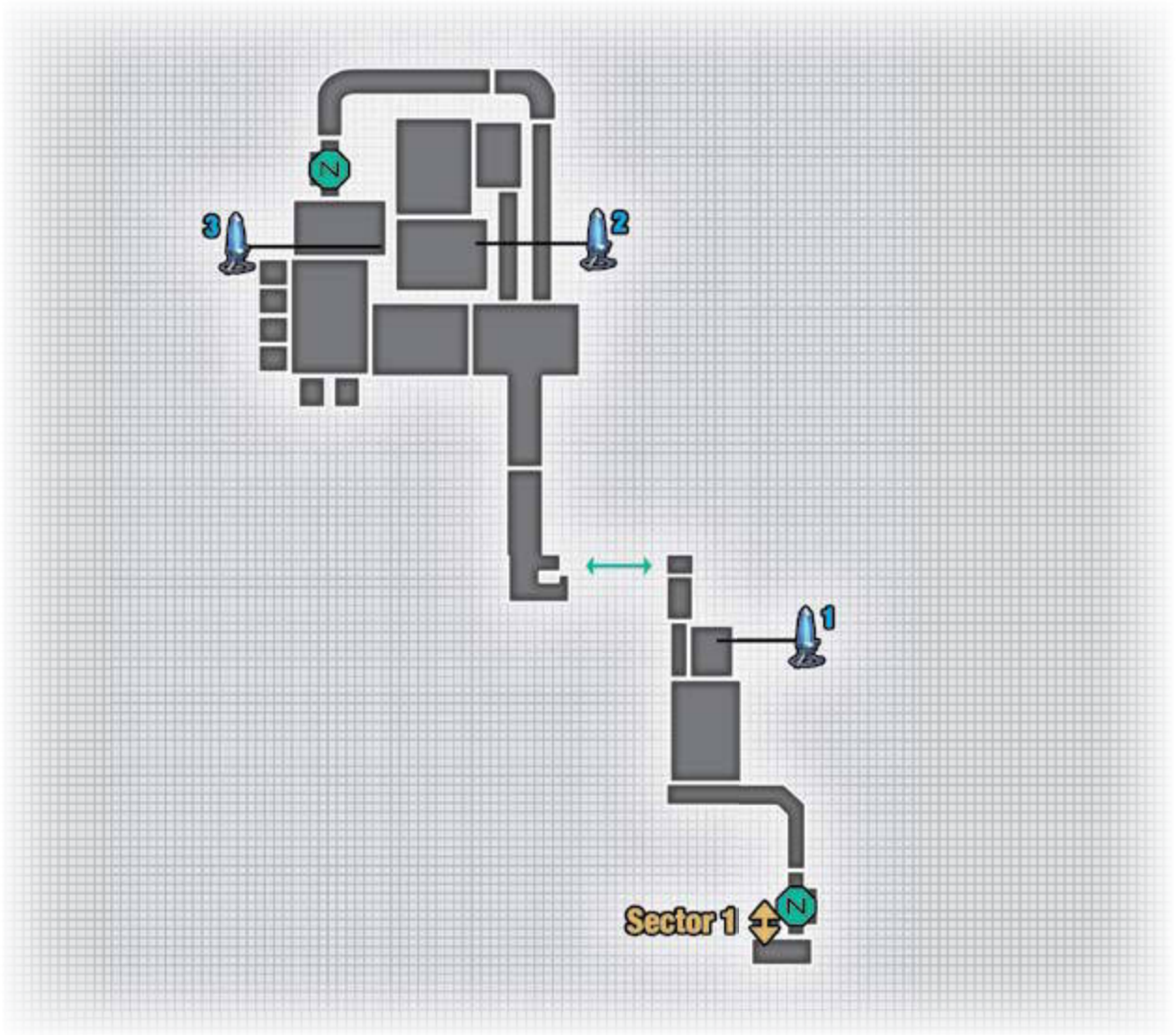


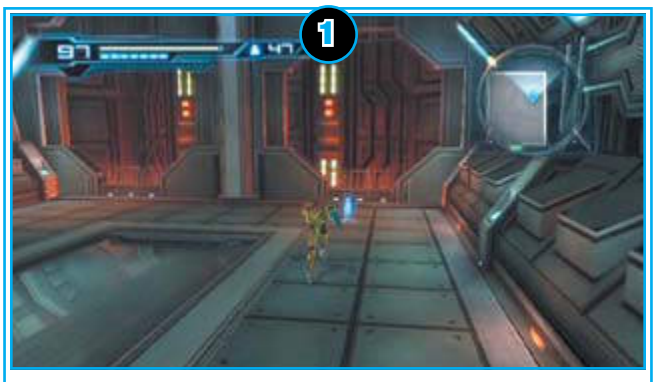
After acquiring the Gravity Feature for your suit, hop from rock to rock across the lava until you find a tall, spiky stone sticking out of the lava. Drop into **Morph Ball** mode and drop a **Power Bomb** to blow up the nearby spike. The explosion reveals a Missile Tank. Hop over to grab it.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Bioweapons Research Center





There is a Missile Tank in the room on the top level of the Bioweapons Research Center. Go up the stairs and through the door to find it. Be prepared for a fight, however, before you exit the room. Several Super Zebesians will ambush you after you pick up the Missile Tank.



Return to the Bioweapons Research Lab and take the stairs on the left side of the room with the FG-1000 robots. Follow the route to a room with a holographic structure at the center and stairs leading to a lower level. Go down the stairs. On the far right side of the room are two rows of computer consoles separated by three hexagonal glass planes on the ground. Drop into **Morph Ball** mode and roll over to the glass floor sections and blow up the middle one with a Normal Bomb. The Missile Tank is hidden underneath the glass.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



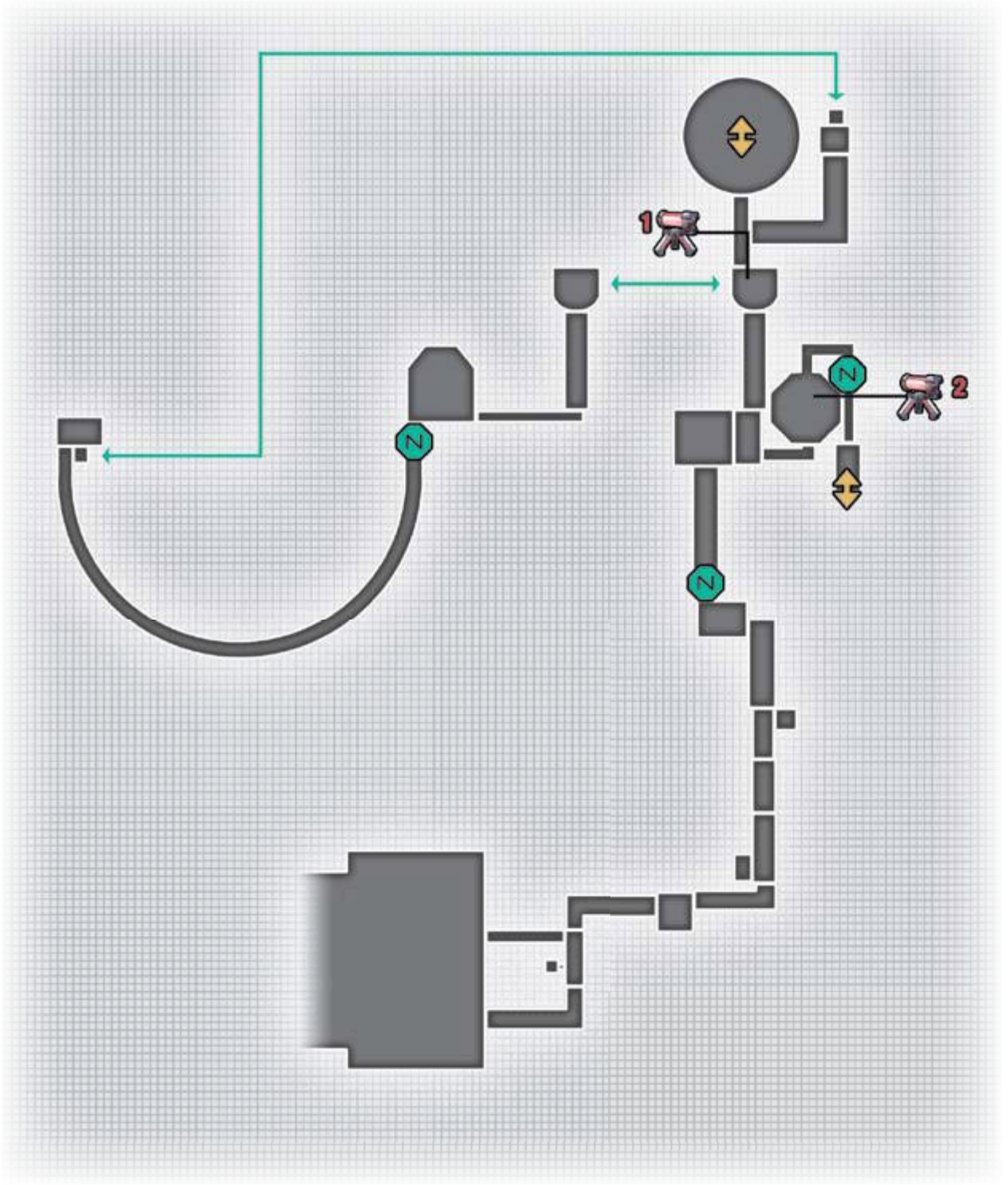
Return the Bioweapons Research Lab and take the stairs on the left side of the room with the FG-1000 robots. Follow the route to a room with a holographic structure at the center and stairs leading to a lower level. Go to the north side of the structure at the center of the room and turn around to find that part of the structure is missing. Leap into the center of the holographic centerpiece and then **Kick Climb** up into a small vent-like area. In **Morph Ball** mode, roll into the vent to the other side of the room where you find the Missile Tank.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Energy Parts

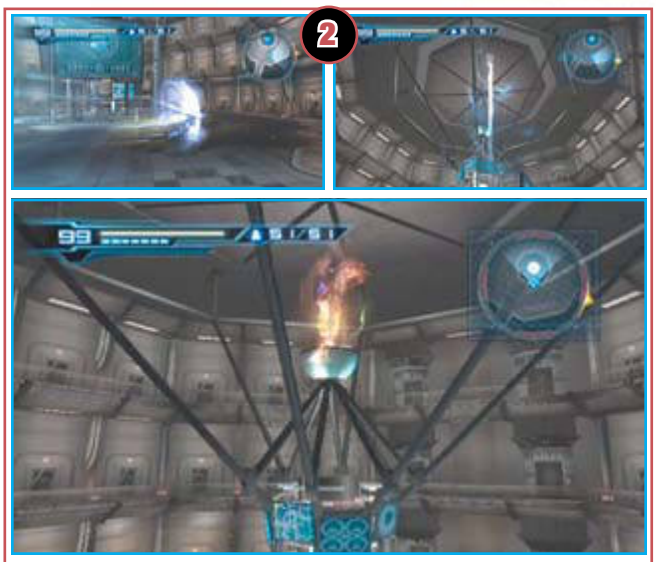
Main Sector



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

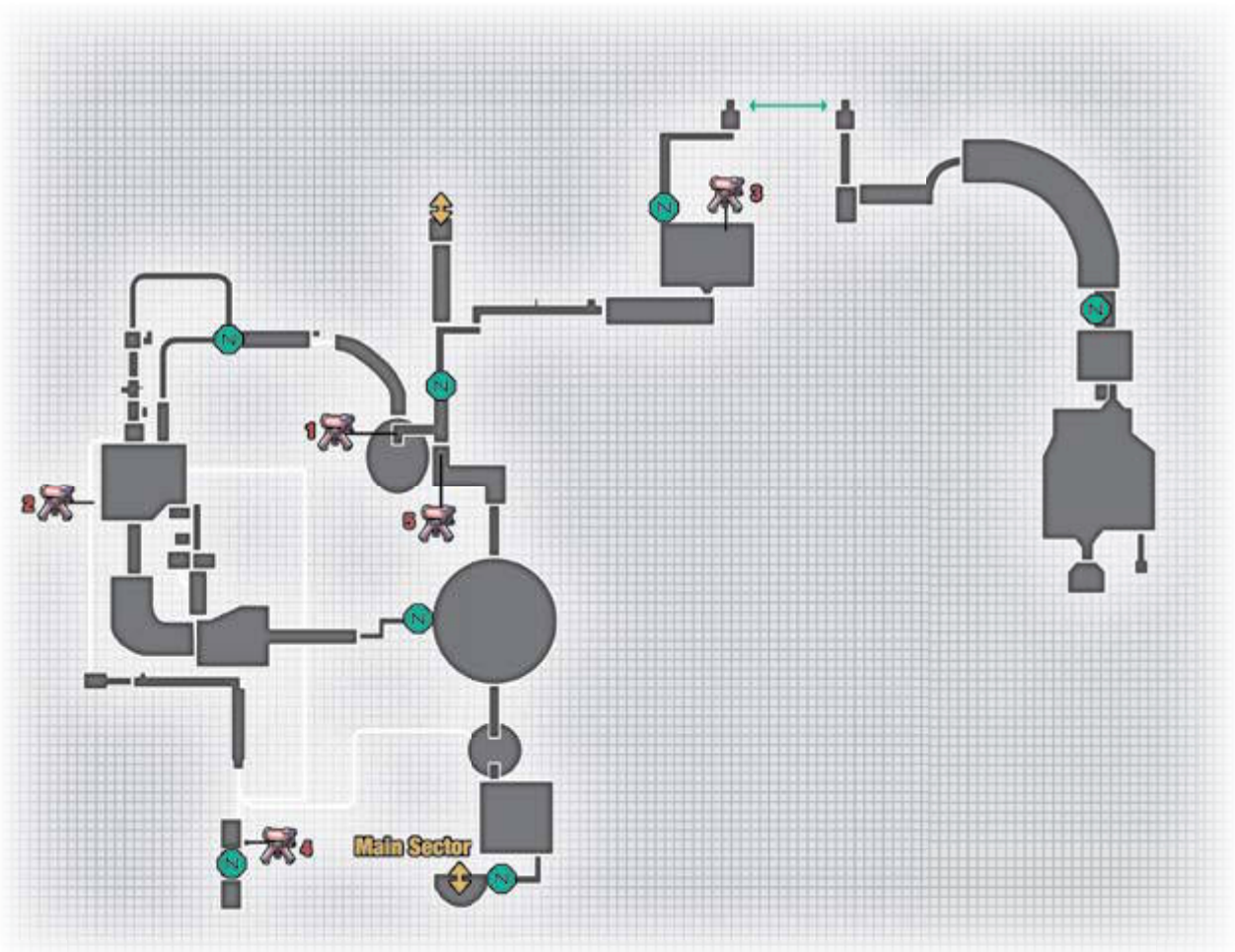


There is an Energy Part on the left side of the highest U-shaped ledge in the room with the Bulls. Climb up the ledges to reach it.



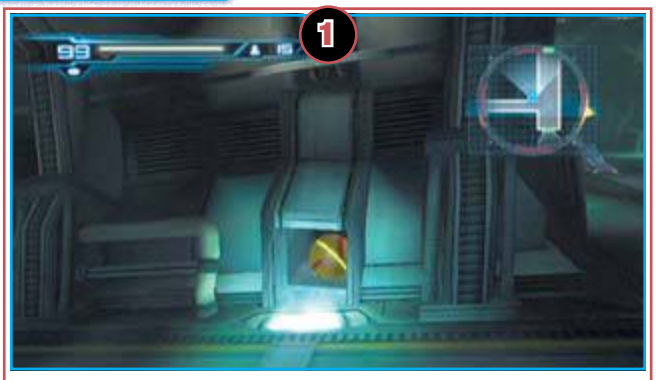
To reach the Energy Part perched high atop the tower at the center of the room, run around the tower to activate your **Speed Booster** ability. Use **Shinespark** to jump straight up into the air and **Space Jump** over to the top of the tower.

Sector 1

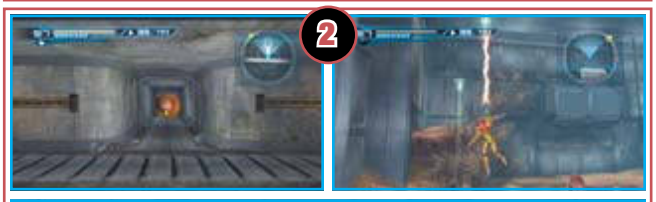


Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M



As soon as you enter this corridor, you can see the Energy Part in a small window in the corner. To reach it, walk up the corridor to the right and roll into the vent along the left wall. Drop a few Normal Bombs to boost you up the vent, then roll over to the Energy Part to pick it up.





To acquire this Energy Part you must first roll through the long, winding tube that passes next to the Experiment Floor. Take the adjacent path from the tube into the Experiment Floor, then use your **Grapple Beam** to swing over to the Energy Part.



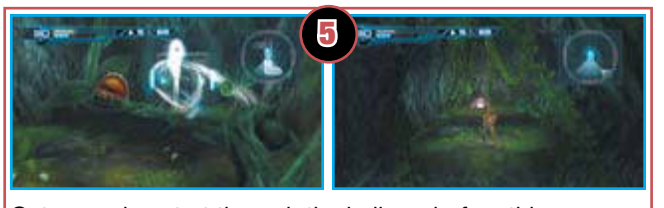


To reach this Energy Part, run diagonally—from the lower left to the upper right—toward the far wall. As you near the ledge above you, use **Shinespark** to leap straight up into the air. While in the air, use **Space Jump** to float over to the small ledge and pick up the Energy Part.

You can also reach this pick-up by activating a series of ledges along the wall. Using **Space Jump** to float over to the ledge in the far-left corner of the room, then use your Charge Beam to activate the little circular plate on the wall. When you do, a series of ledges pop out of the wall and lead to the Energy Part.



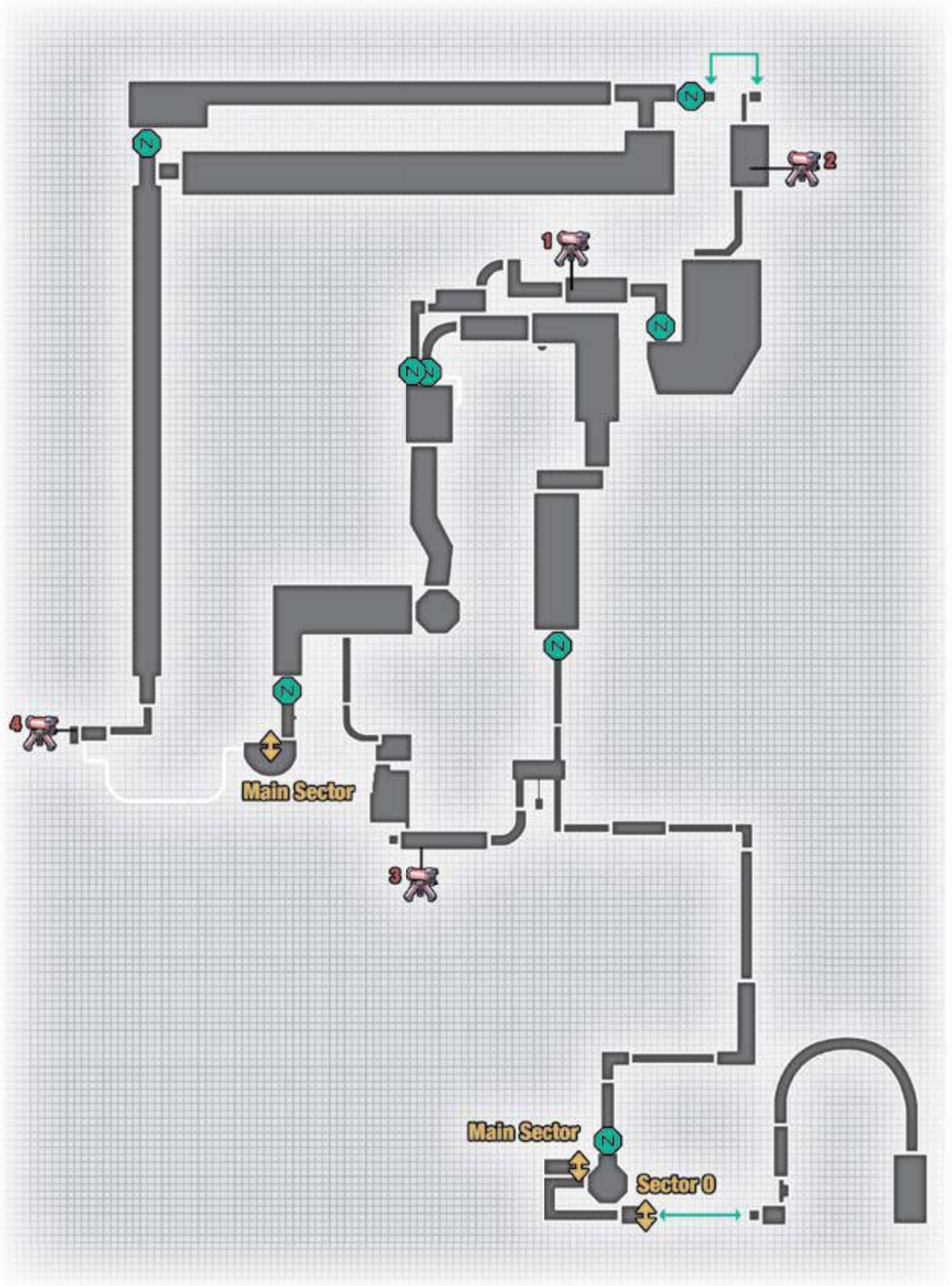
Use a **Power Bomb** to wake the **Desbrachian** in this room and defeat it. Behind it is a hatch to a small room holding an Energy Part.



Get a running start through the hallway before this section—begin in the Navigation Booth—and use **Shinespark** to jump straight up as soon as you enter the S-shaped room. The leap lands you on a small ridge with an Energy Part.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Sector 2



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M



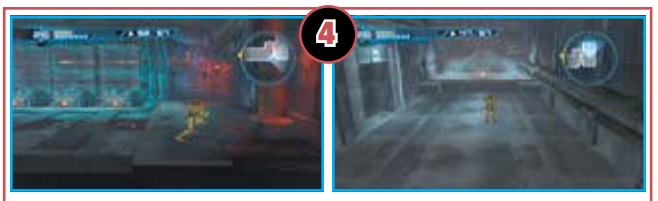
At the bottom of this room—the bottom of the gap—are three grates. Use a Normal Bomb to destroy the first grate and drop in. An Energy Part is inside a small niche beneath the grate.



Return to this room after the battle with RB176 Ferro-crusher and use **Space Jump** to climb onto the crates. Blow open the small crate and grab the Energy Part.

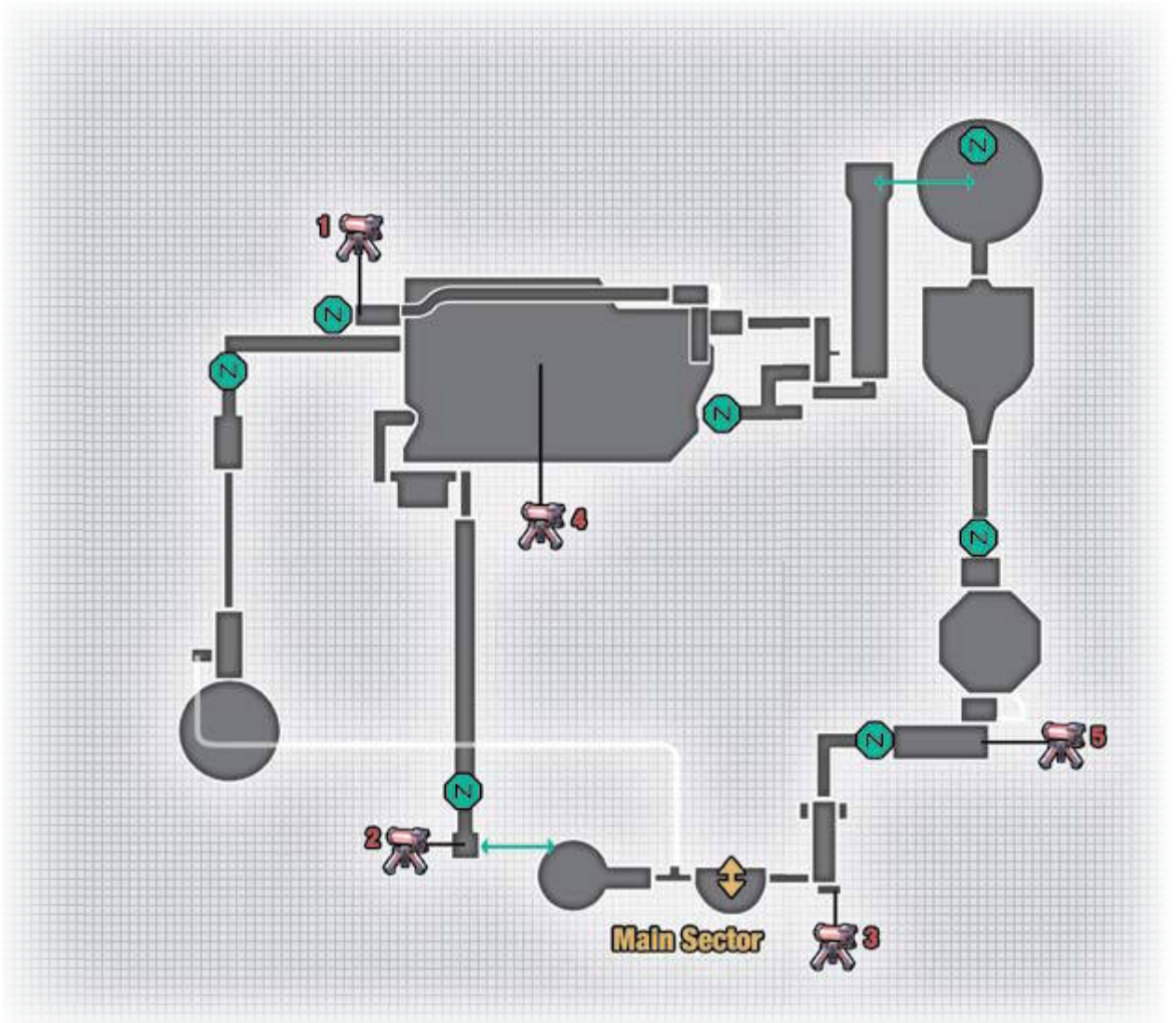


Use a **Power Bomb** to wake the **Desbrachian** in this room and defeat it. Behind it is a hatch to a small room holding an Energy Part.



Use a **Power Bomb** to wake the **Desbrachian** in this room and defeat it. Behind it is a hatch to a small room holding an Energy Part.

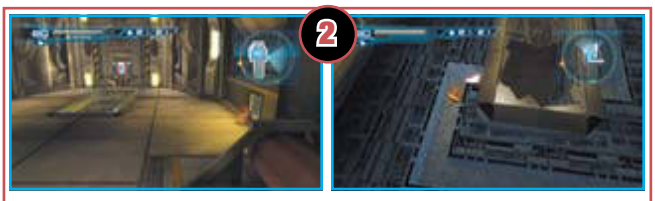
Sector 3



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



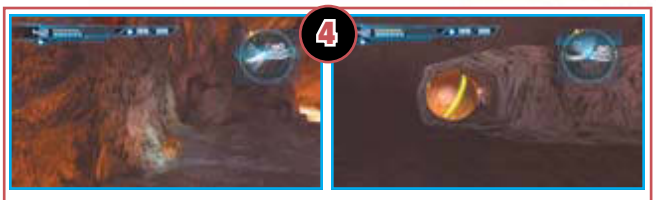
Inside this room there is an Energy Part pick-up. It is high above the hatch leading into the Navigation Booth. To grab it, jump into the little niche on the left wall where the fireflies are buzzing around, then roll into the tunnel on the left in **Morph Ball** mode. Follow the tunnel to the Energy Part.



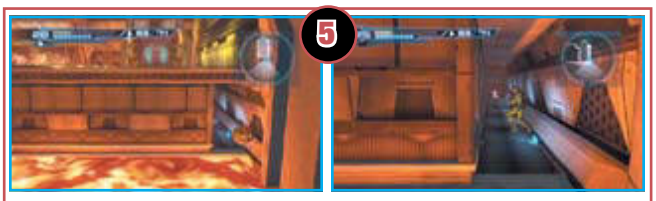
In **Morph Ball** mode, roll into the open vent on the right side of the room and follow it around to an Energy Part!



After acquiring the **Super Missile** upgrade to your Arm Cannon, return to this room and blast the door on the left. Inside the small room is a computer console that opens a hatch high on the wall inside the main room. Exit the small room and use your **Grapple Beam** to swing into the hatch that just opened and find an Energy Part!



Halfway across the series of lava rocks is a tall ridge. Search the base of the ridge for a hole to roll into in **Morph Ball** mode. Drop a bomb near the gate, then roll over to the Energy Part!

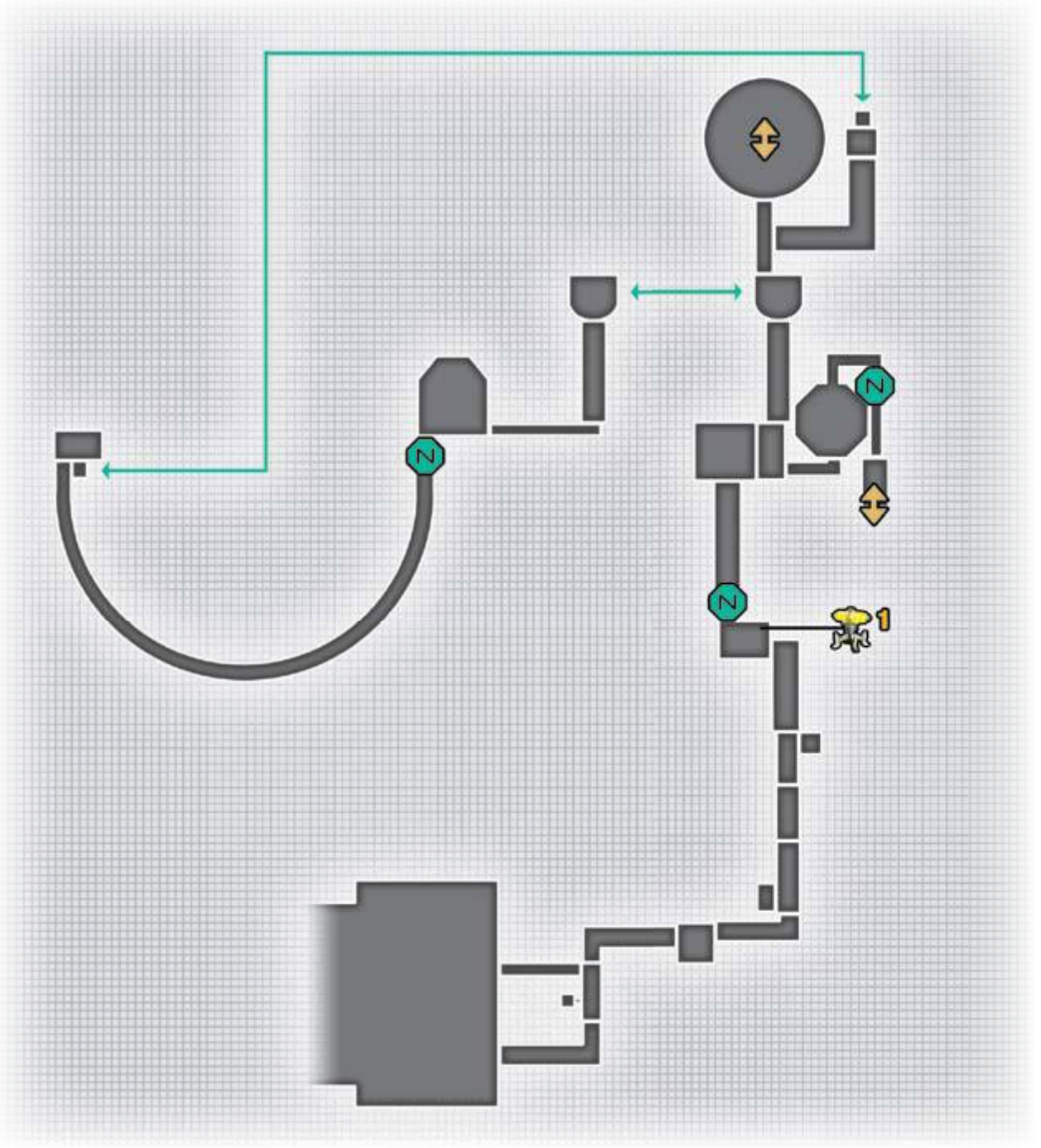


On the far end of this lava-filled room is an Energy Part. Go all the way to the far-right end of the room, then inch to the room's near edge. As you do, you'll see a small vent just below the right corner of the platform you're on. Drop down into it and pull yourself into a walkway that leads to the Energy Part. This one can be a bit dangerous to pick up if you're low on health or if you don't have **Space Jump** to exit the lava quickly.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Accel Charges

Main Sector

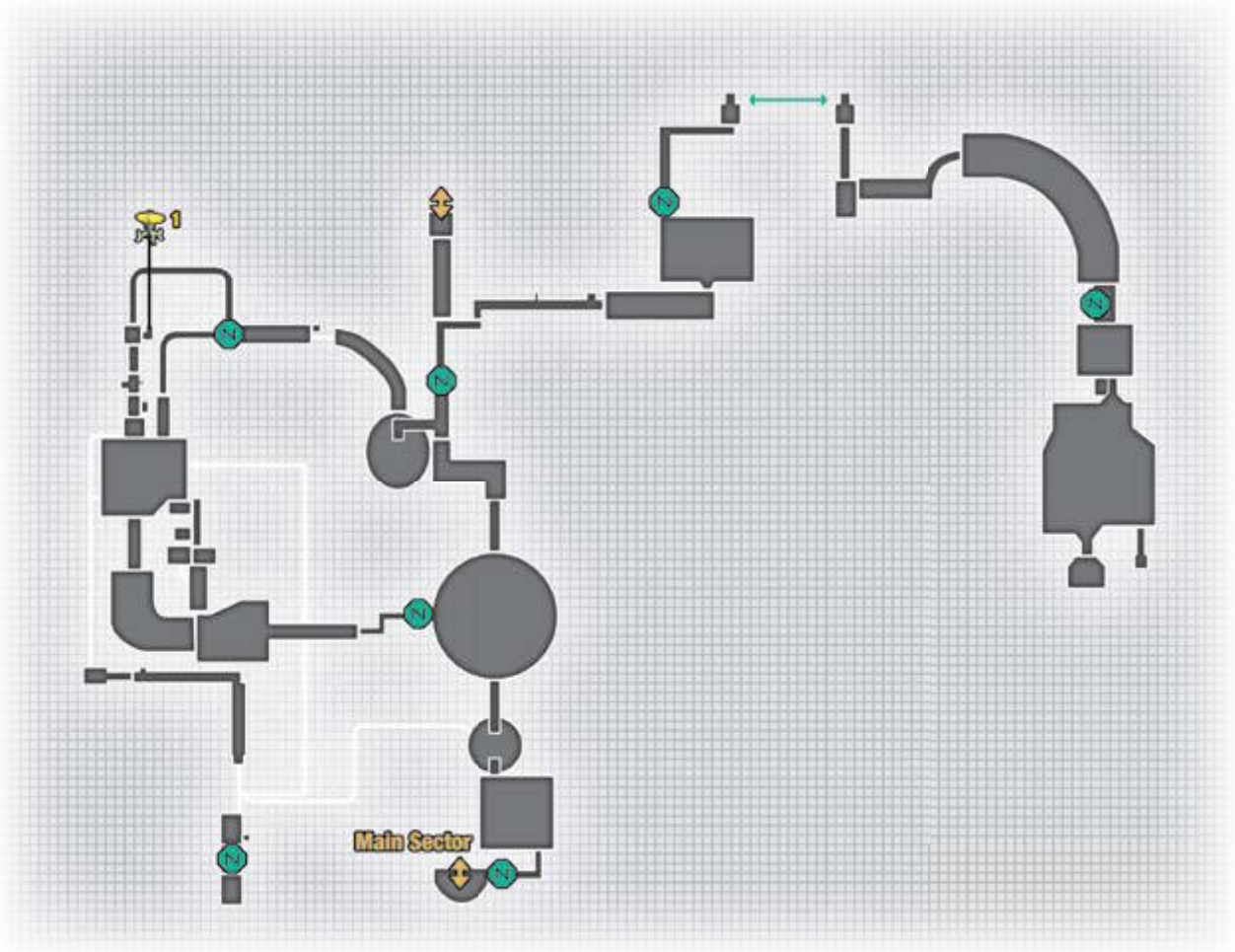




After acquiring the **Wave Beam**, return to the Main Sector and stand on the far right end of the top platform in this room. Locate the circular plate inside the locked room and hit it with a blast of your Charge Beam to unlock the door. When the door slides open, run into the room and grab the Accel Charge.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Sector 1





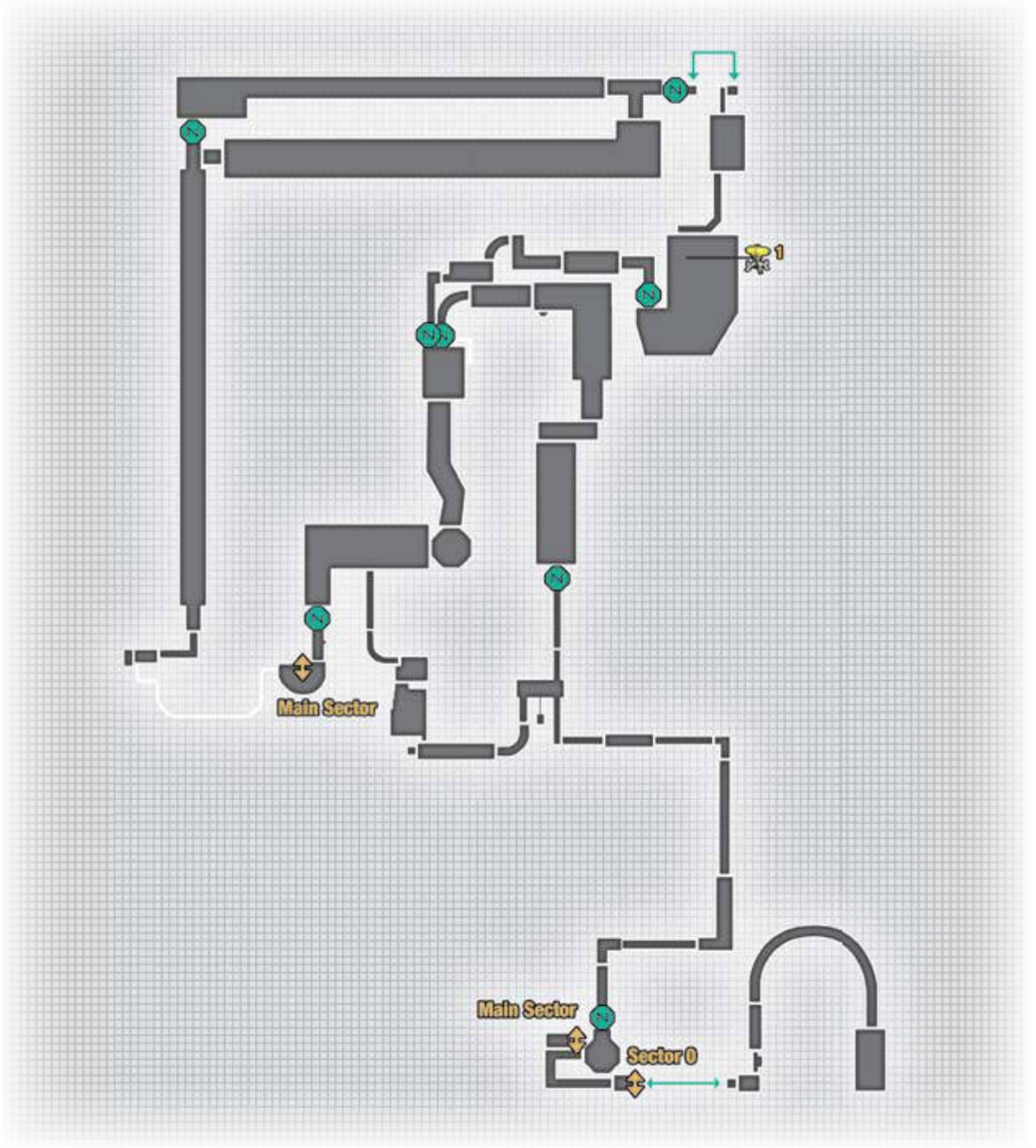


Immediately after passing the Groganches you reach a small passageway with a door on the left. Enter the door to find a restroom hiding an Accel Charge. Interact with the stall door to open it up and nab the Accel Charge.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Sector 2

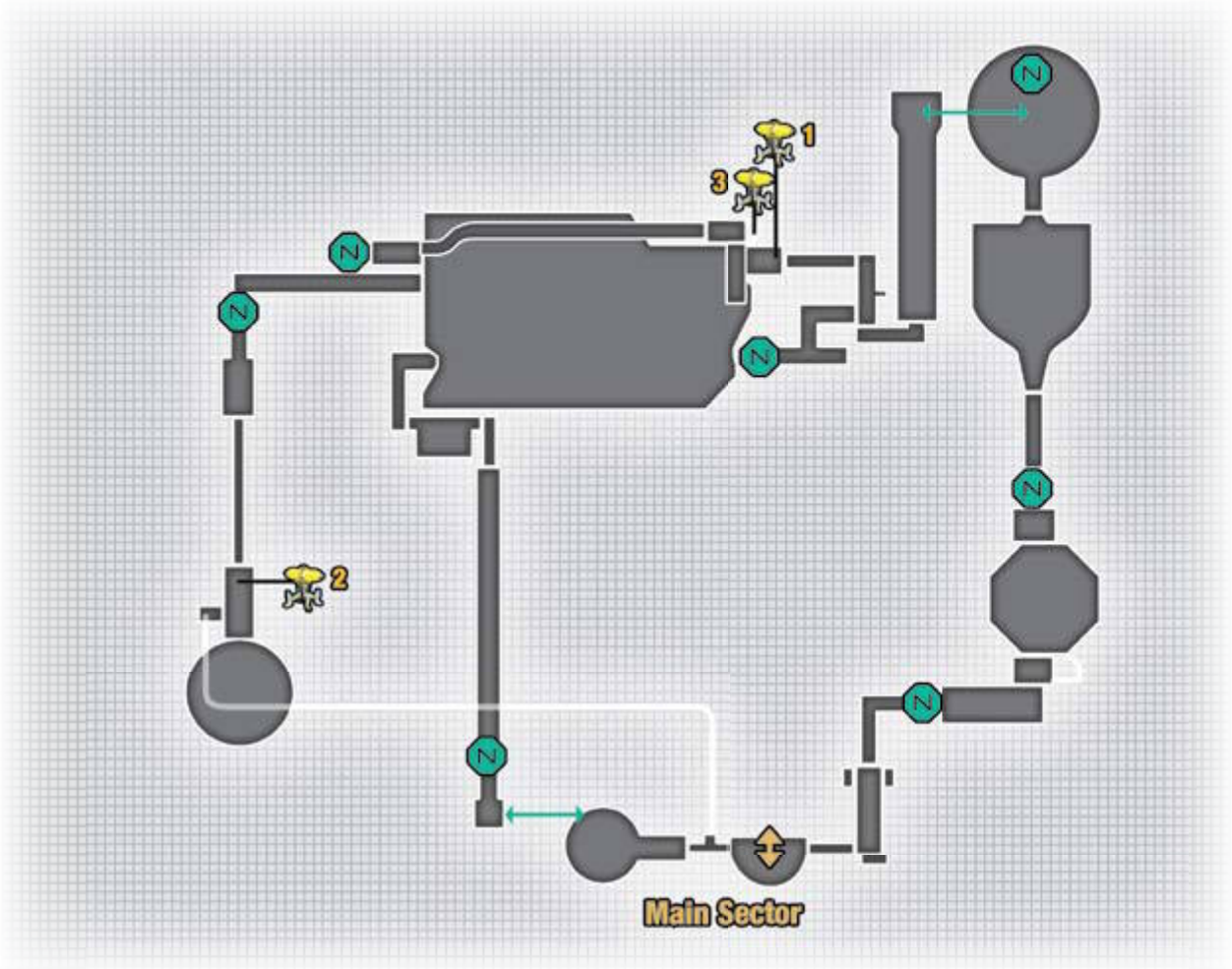


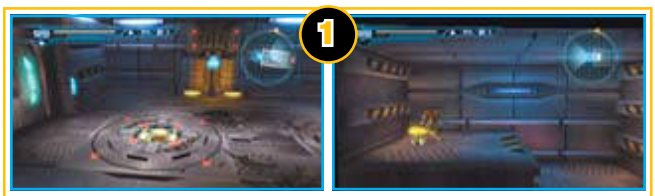


Hidden in the snow is an Accel Charge power-up. Use a Normal Missile or a Normal Bomb on the small snow mound to destroy it and grab the Accel Charge underneath.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Sector 3

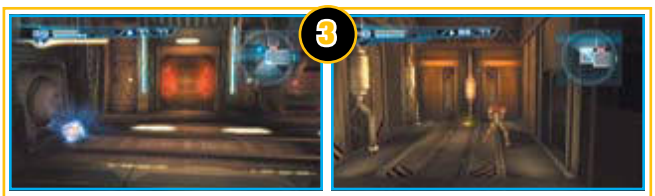




With the room clear, use a missile to blow the large circular hatch on the floor to expose a **Morph Ball** launcher. Drop into the **Morph Ball** launcher and use it to reach a loft above the room you're in. The Accel Charge is inside the small loft.



High above the ground in this room is a **Grapple Beam** anchor. Go up the stairs and walk to the small platform between the two sets of stairs, then use the **Grapple Beam** to swing into a small alcove in the wall on the near side of the room. Inside that alcove is an Accel Charge power-up.

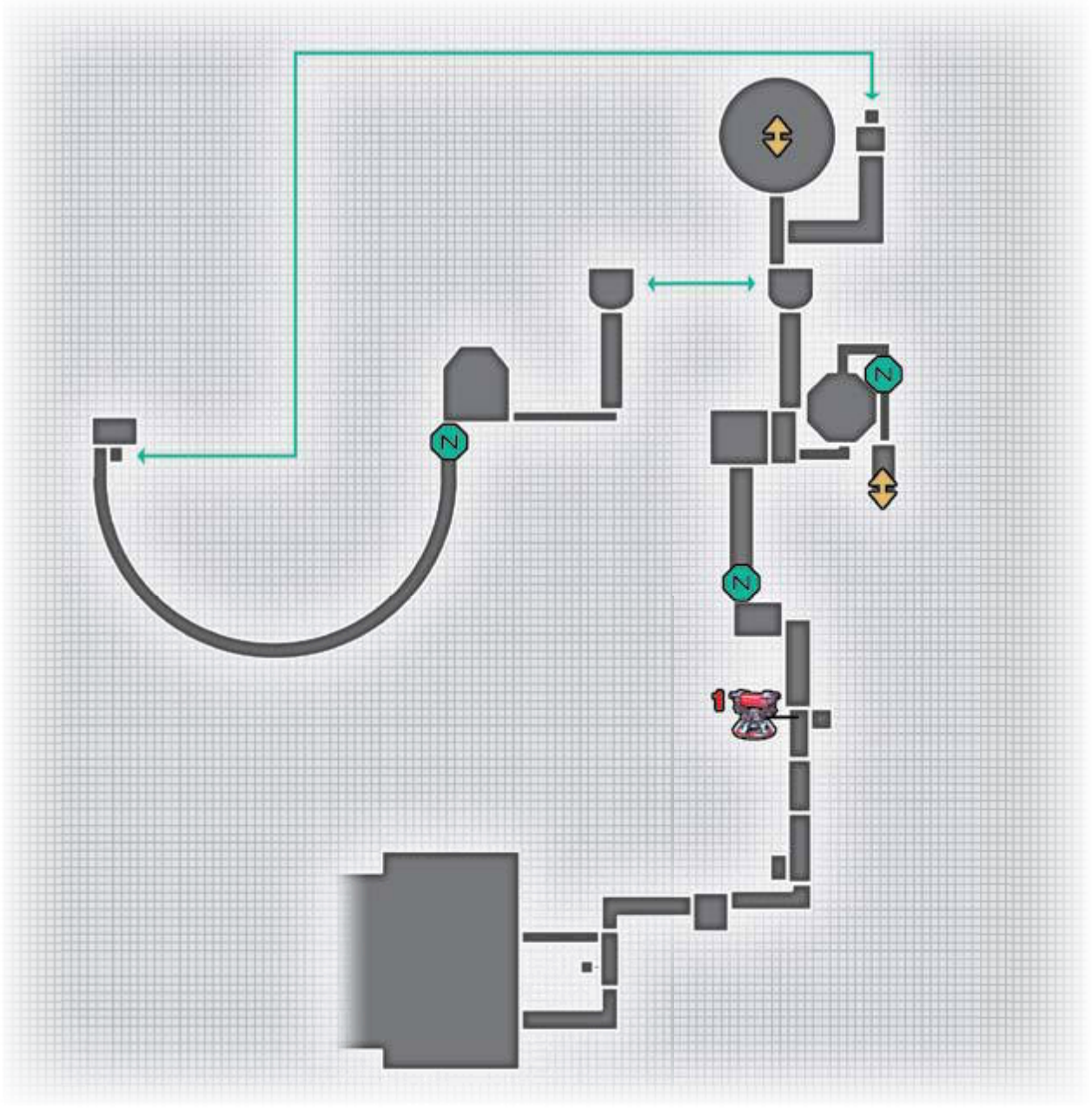


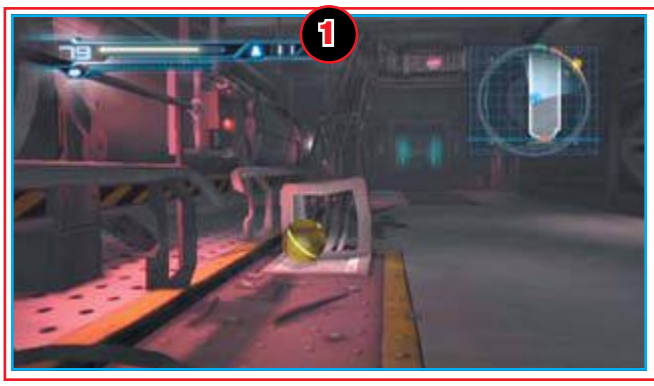
Use a **Power Bomb** to wake the **Desbrachian** in this room and defeat it. Behind it is a hatch to a small room holding an Accel Charge.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Energy Tanks

Main Sector

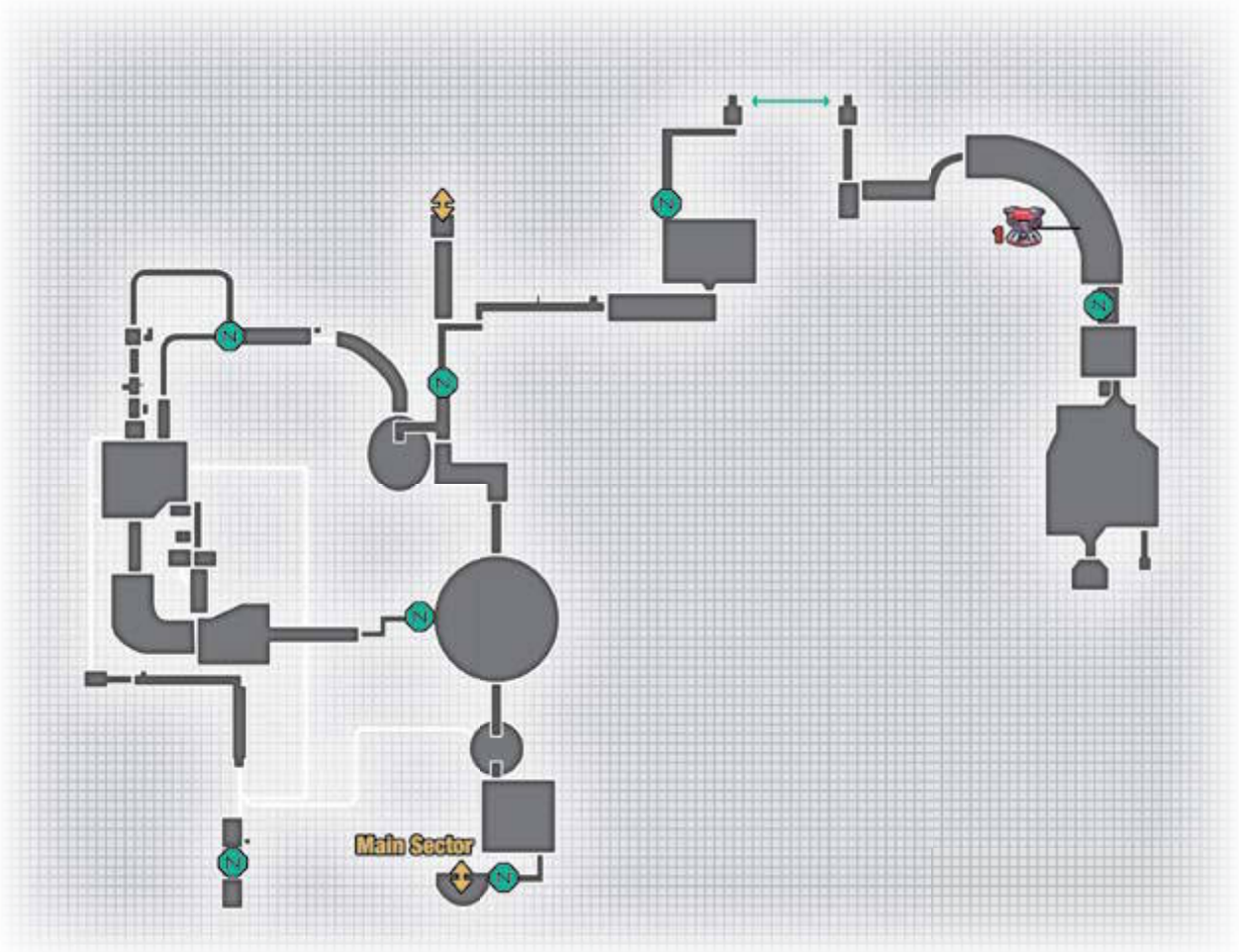




With the room clear, you're free to get the Energy Tank hidden in the vent above you. Use **Morph Ball** to roll into the fallen vent on the left. Follow it up and to the right to a small gate. Remove the gate with a Normal Bomb, then claim your Energy Tank!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Sector 1





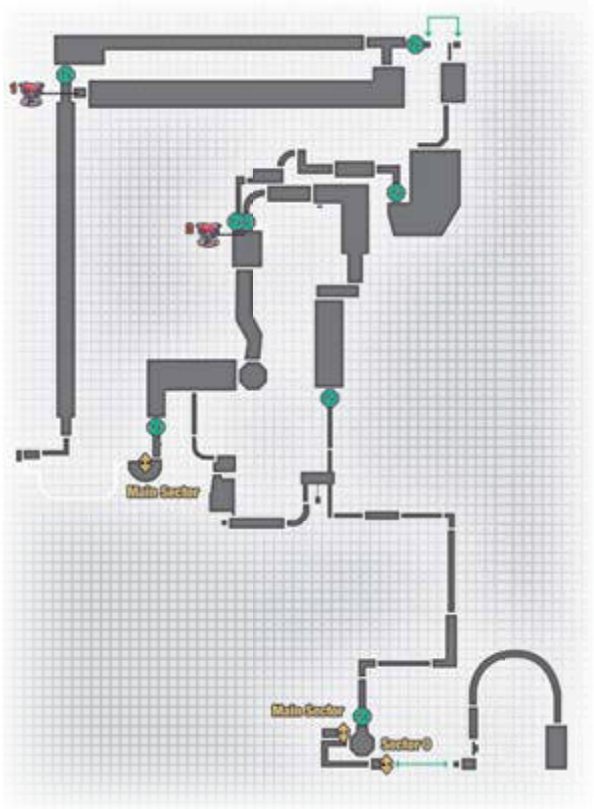


As you travel through the long, winding shaft above the ground, you come across areas in the shaft where it splits into two. The second time you come across a split path, drop into the lower shaft and follow it to an Energy Tank!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Sector 2



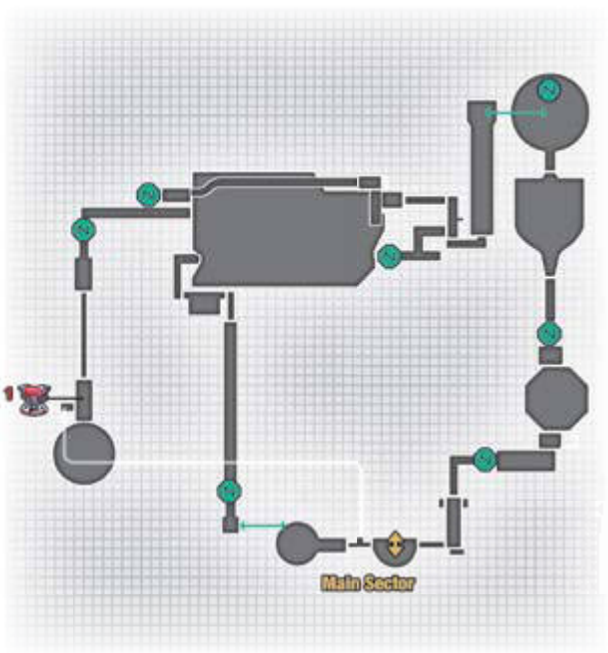


This Energy Tank is easy to locate. You'll be forced to pick it up during the course of a playthrough, so grab it while you're adventuring.



After using **Shinespark** to reach the top ledge, find a small hole in the far-right edge. Drop down in **Morph Ball** mode to the ledge below and grab the Energy Tank. Return to the area below the hole and use the launcher to return to the top platform.

Sector 3



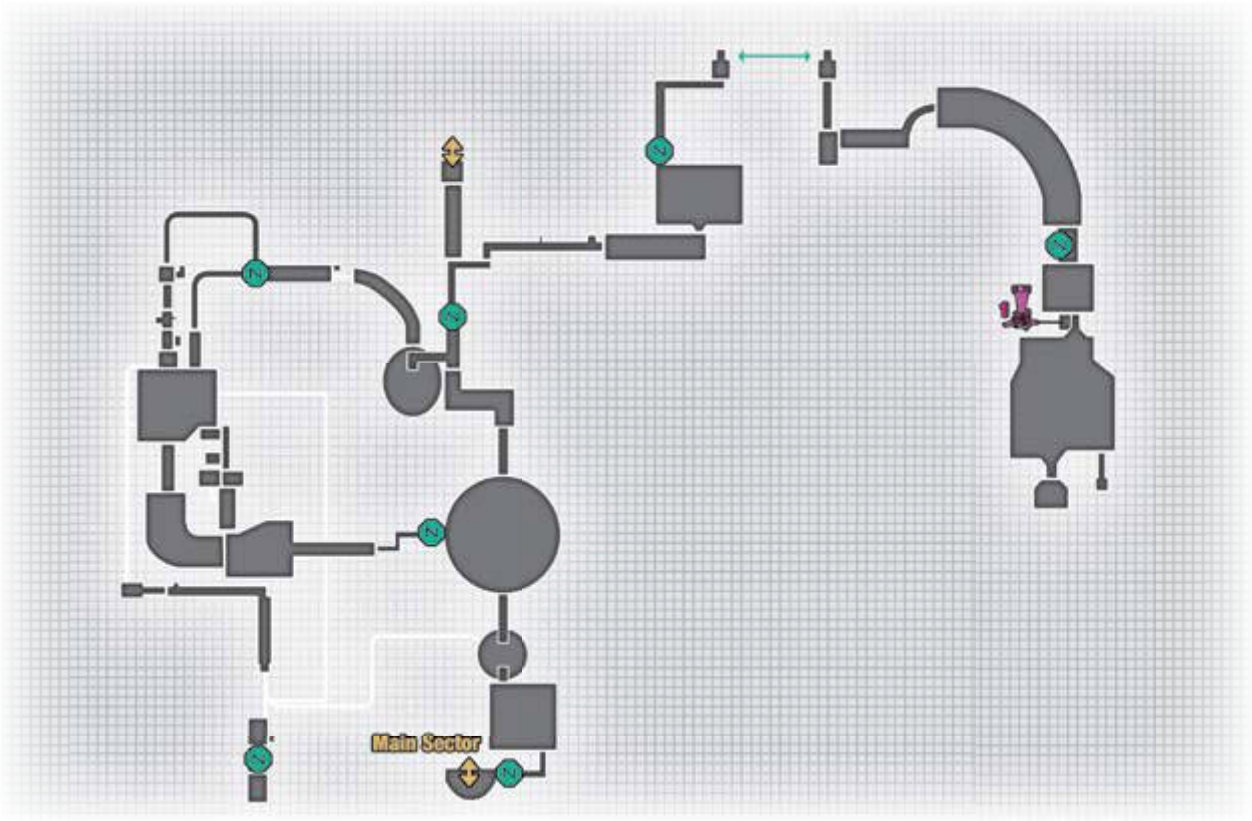


There is an Energy Tank between the two set of stairs in this room on the upper level. You should grab this throughout the normal course of your adventure.

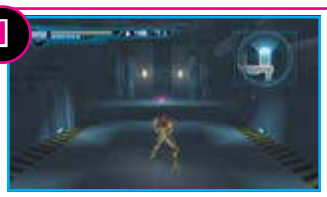
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

E-Recovery Tanks

Sector 1





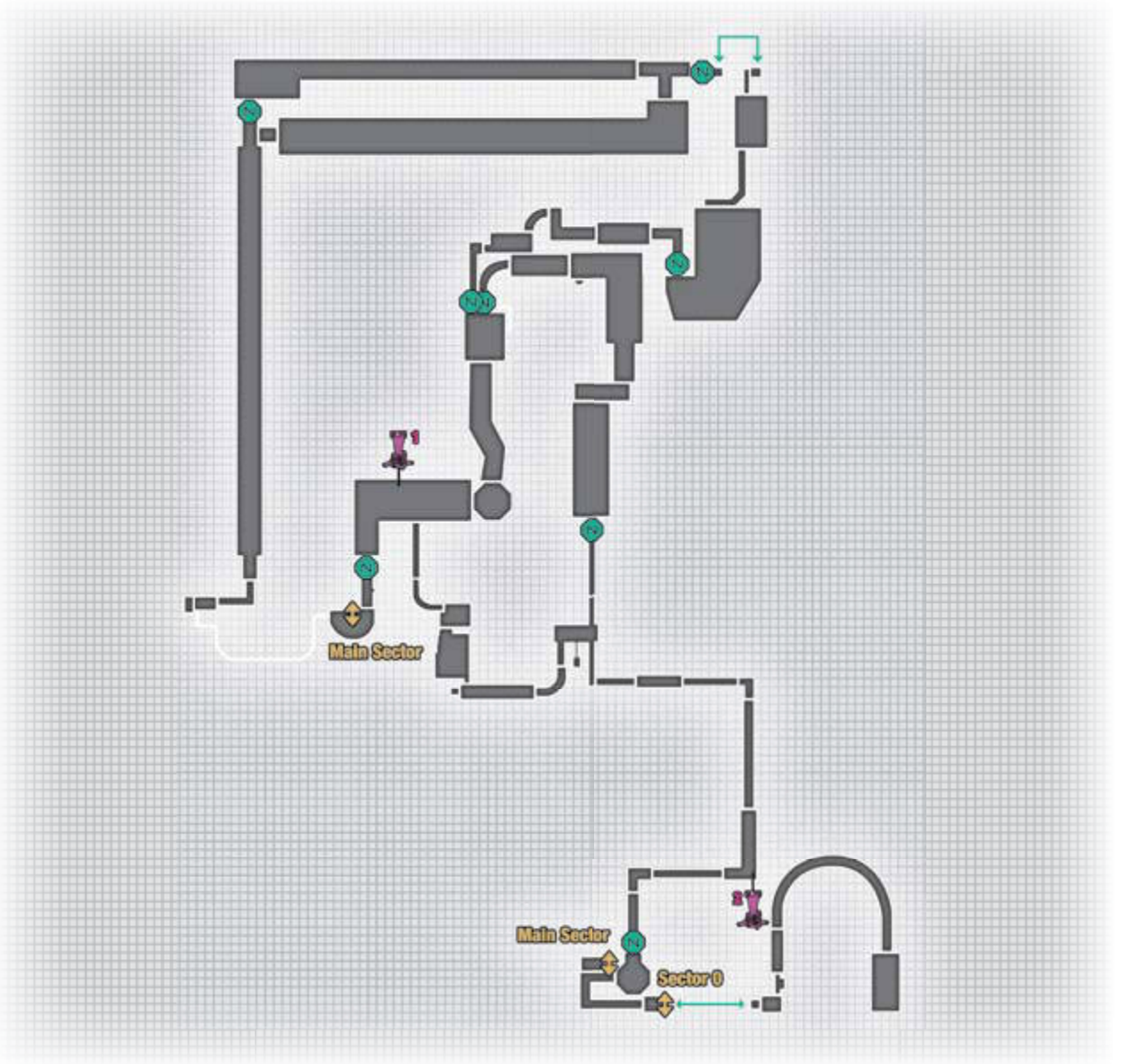


Use a **Power Bomb** to wake the **Desbrachian** in this room and defeat it. Behind it is a hatch to a small room holding an E-Recovery Tank.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Metroid: Other M

Sector 2





Get a running start from the previous hall and crash through the ice walls using **Speed Booster**. After ascending the incline, you'll crash through two final walls. Behind the second ice wall is a small alcove with the E-Recovery Tank.



Now that you've got the Gravity Feature for your suit, you can leap a little higher with **Space Jump**. Return to this corner of the hall and **Space Jump** up to the little niche where the E-Recovery Tank is sitting.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.